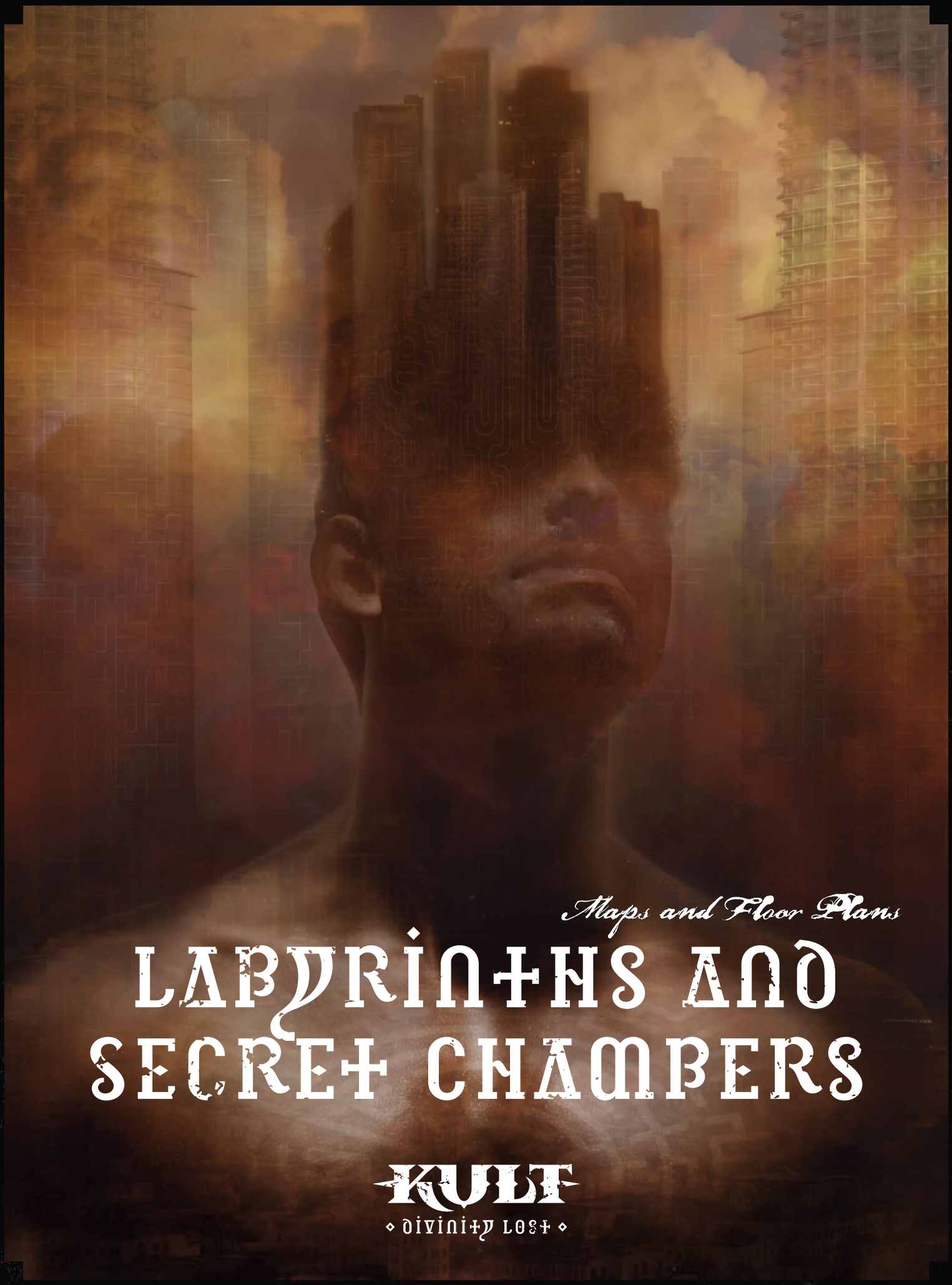


Maps and Floor Plans

LABYRINTHS AND SECRET CHAMBERS

KULT

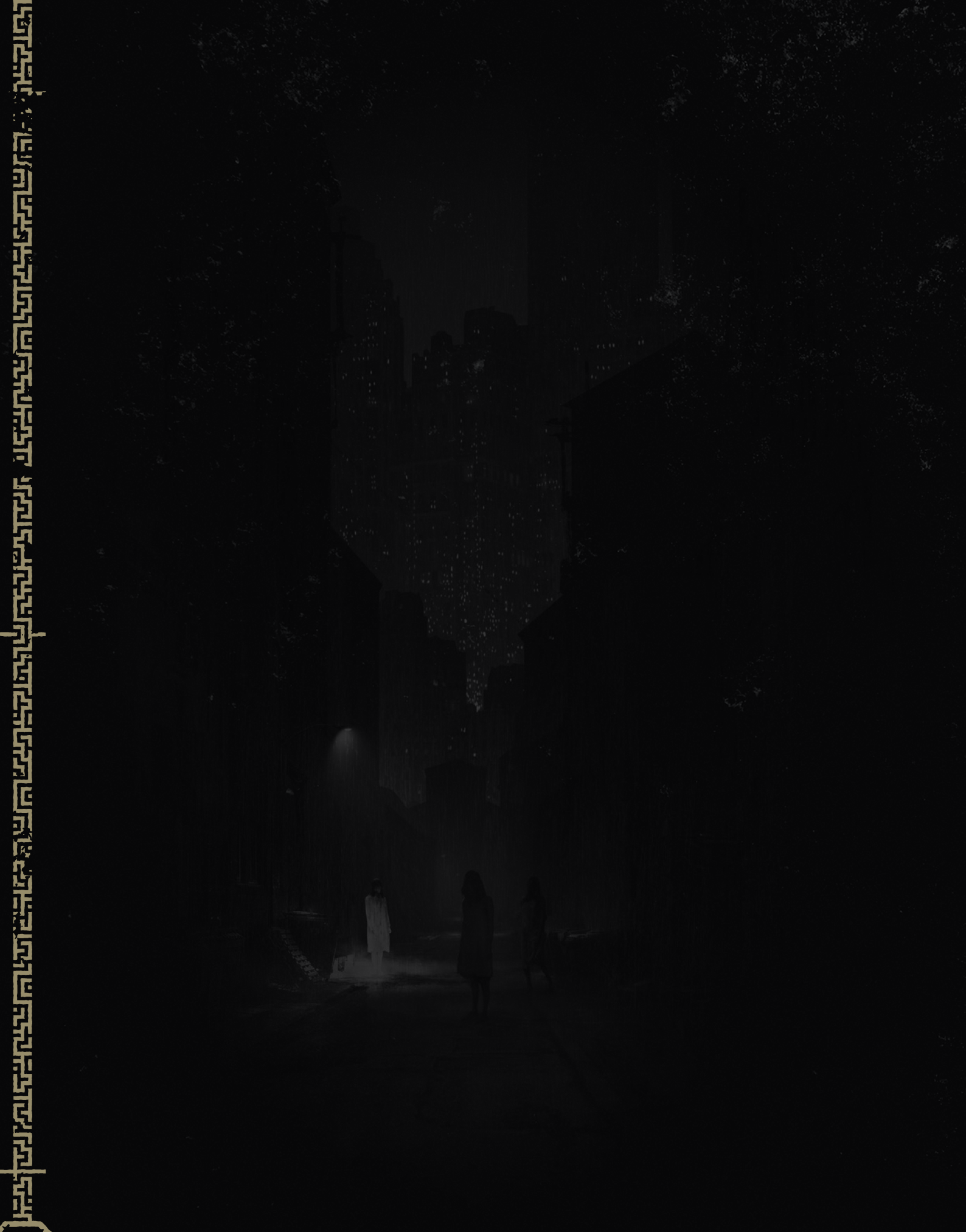
◇ DIVINITY LOST ◇

Labyrinths and Secret Chambers

Maps and Floor Plans

KULT

Divinity Lost



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LABYRINTHS AND SECRET CHAMBERS

ANDREW STOOD WAITING BENEATH THE RAILWAY BRIDGE. HE checked the time on his phone – almost midnight – before lighting yet another cigarette. The night was cold after the heavy rain. The burned out cars and broken asphalt glistened in a slick wetness. On the other side of the river was the city, glistening with lights, dream-like as if it was another world.

With a loud rumbling a freight train passed by overhead. And then he saw it, the light from a small boat, coming along the bend of the river. Andrew put out the cigarette and readied his gun.

Introduction

The world around us is a labyrinth. The twisted streets, the stairs, the rooms, the forests, and the noisy highways are all part of a complex, branching, multicursal puzzle for us to get lost in. We try to make the world make sense around us by mapping it, naming it, and marking it so that we can find our way through the areas that we recognize.

This is to no avail because the Illusion may reform the world around us. Streets may disappear, paths may open to Metropolis' dark landscape, we may enter the borderlands of Dream and Madness when time and space move differently and come close to the realm of Inferno where our fear and guilt comes to life.

Our lives within the Illusion are themselves a labyrinthine existence with twists and turns, dead ends, successes and failures, joys and sorrows and a search for a meaning and some sort of escape.

But the world as a labyrinth does not only mean that we are trapped in a place of horror and isolation. It is also a world of discovery. Who knows what exists behind that door at the end of the alley? Where does that stair lead?

Open the gate, enter the labyrinth and discover its horror, beauty and secrets.

How to use it

The maps and floor plans that accompany this book are meant as a resource for creating and describing locations, as well as tools that can fuel your imagination as a gamemaster. See them as something you can pull out during play, or muse over when you are preparing sessions during the downtime phase.

The maps and floor plans are numbered, and in this book you will find three short descriptions for each map that gives suggestions of what the maps may represent. These descriptions are purely meant as inspiration and suggestions and the maps are in no way limited to this.

Each map also exist in two versions, one that is more stylized and detailed with furniture and textures. And one version that is clean and can be a suitable template for creating completely new maps.

No place like home

To ground the player characters in the setting, you may give each player a floor plan of a home that fits their character. Let them draw on it, make notes, and prepare to describe it as an extension of their character. Here are some questions you might want to ask about their home:

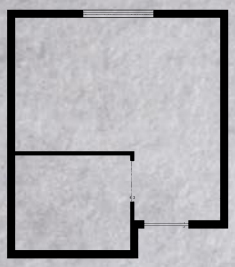
- What item holds most sentimental value for you?
- What do you keep hidden?
- What haven't you managed to throw away?
- Who has a spare key to your home?
- What needs to be fixed?
- What do you offer guests that visit?
- Who is your neighbor?

Familiar Territory

When players chose to go to a location that their characters has been to before, be it a night club, a street corner or a restaurant, give them a map/floor plan and ask them to describe the place. Here are some question you might ask:

- What is the mood and atmosphere of this place?
- What kind of people come here?
- Who are you worried you might run into?
- What is it people should be on the lookout for?
- What makes this place stand out?
- How has this place changed?
- What can you find nearby?

01



Run-down Apartment

- Cockroaches scatter away.
- Stinks of sour sweat and cigarettes.
- Fast food boxes, piles of clothes and broken glass on the floor.
- Yellowed and stained bed sheets.
- Flickering fluorescent light in the bathroom.
- Scrapbook with cut-out pictures from porn magazines.

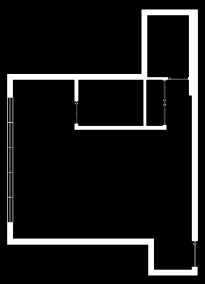
Student Residence

- Pungent smell of cheap body spray.
- Turquoise walls.
- Nightclub flyers pinned to walls.
- Shower drips endlessly.
- Front door rattles when someone walks past.
- Untouched stacks of course literature.

Mystic's Home

- Windows covered with velvet drapes.
- Air is thick with cedarwood incense.
- Persian carpets and many pillows.
- Tarot spread left on the table.
- Straight razor on the sink basin.
- Box with letters and postcards beneath the bed.

02



Hoarder's Apartment

- Overflowing litter box.
- Towers of old magazines and boxes.
- Narrow corridors between walls of junk.
- Scrawny cats watch from corners.
- Bathtub filled with brown, stinking water.

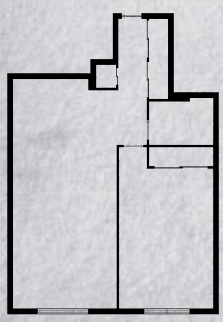
Apartment Crime Scene

- Police tape across door.
- Bullet casings on the floor.
- Blood spray on kitchen wall.
- Makeshift darkroom in bathroom.
- Photos of young people penetrated and impaled by something inhuman.

Cam Girl's Apartment

- Blinds drawn shut.
- Webcam and microphone on tripod.
- Dildos, sex toys and bottles of lube.
- Possum kigurumi.
- Huge bong made of pink glass, with a bag of pot near by.
- Phone constantly pinging with messages from obsessive, creepy fans.

03



Infested Apartment

- Moldering trash cans buzzing with flies.
- Skirting boards ripped from walls.
- Couch overflowing with food crumbs and roaches.
- Wasp nest in air vents, and buzzing wasps loose in apartment.

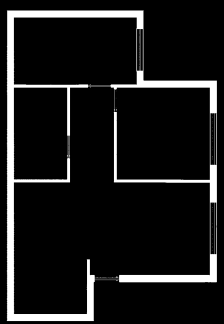
Stalker's Home

- Browned, peeling wallpaper.
- Walls covered with photos of stalker's object of obsession.
- Remote-controlled drone on table.
- Dossier with photos, notes of the target's movements, and maps.
- Pack of zip ties, duct tape, and a stun gun.

Minimalist Apartment

- Minimalistic and bright.
- Canvas print of New York City (from IKEA).
- Clothes tossed over chairs.
- Chill house music from Marshall Wi-Fi speaker.
- Atlas of Human Anatomy with marked pages.
- Toilet bag filled with makeup.

04



Two Bedroom Apartment

- Teenager's room with skateboard gear and a well-hidden bong.
- Mousetraps in kitchen.
- Drawer full of takeout menus.
- Boxes still packed in master bedroom.
- Picture of a mom, a dad, and two kids.

Crime Scene

- Police tape across doorways.
- Scorched walls.
- Lingering stink of burned flesh and bone.
- Handprint in ash on window.
- Toybox of melted child's dolls.
- Landline phone, wires cut.

Agoraphobic's Sanctuary

- Meticulously clean.
- Sparsely furnished.
- Freezer filled with premade meals.
- Urn with mother's ashes at nightstand.
- Piles of notebooks, neatly stacked, with over 3000 handwritten pages of theological speculation.

05

Artist's Apartment

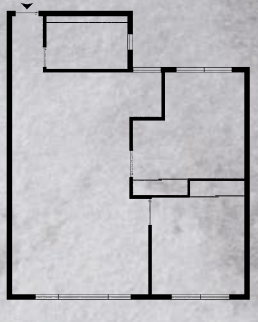
- Bedroom crowded with half-painted canvases, all featuring eyes.
- Paint and clay-spattered floors.
- Last year's calendar on the wall.
- Sculpted human torso, ribs bulging outwards and... something... clawing free.

Party House/Flat

- Holes punched into walls.
- Heap of coats covering and spilling off bed.
- Unconscious, shallowly breathing man in bathtub.
- Overpowering smell of weed.
- Three people sprawled in a bed.
- Glassy-eyed people sobering up on couch.

Bombmaker's Lair

- Very untidy, dirty clothes and old dishes everywhere.
- Piles of books on conspiracies, secret societies, occult forces, etc.
- Laptop containing manifesto revealing the "truth" about the hidden masters of mankind.
- One bedroom used as explosives workshop.



06

Holiday Rental

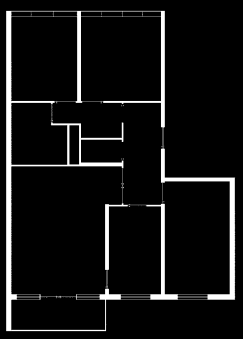
- Cheap brochure of local attractions.
- Color-coordinated floral furniture and bedding.
- Wipe-clean furniture.
- No smoking signs on every window.
- Wallet, including ID, behind sofa.

Brothel

- Locked and deadbolted front door.
- Middle-aged manager doing crosswords in the waiting area.
- Used condom flecked with blood and excrement.
- Girl doing homework in empty bedroom.
- Pine air freshener.

Labor Trafficking Hideout

- Rundown and dirty.
- Water-stained ceiling.
- Curtains drawn.
- Mattresses on the floor.
- Notebook filled with scribbles in Arabic.
- People afraid of the authorities.



07

Luxury Apartment

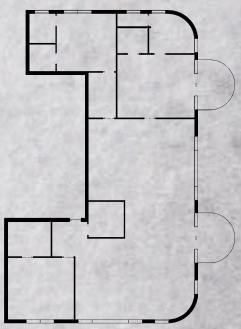
- Vast TV shimmering like a black mirror.
- Glass tables with deep scratches and traces of cocaine.
- Fresh tropical flowers.
- Tally marks on the wall of a closet.
- Climate control set to slightly too cold.

Run-down Apartment

- Cool stone floors.
- Shabby, dated furniture.
- Faded art nouveau advertising posters, framed.
- Photographs of a futuristic city of black stone.
- Soft, welcoming leather couches.
- Terrible WiFi.

Former Hollywood Star's Residence

- Stench of rot that makes you gag.
- Expensive old furniture.
- Huge pile of unopened mail by the door.
- Black and white photographs of celebrities.
- An Oscar statuette on the mantelpiece.
- Bloated corpse dissolving in the jacuzzi.



08

Escort's Penthouse

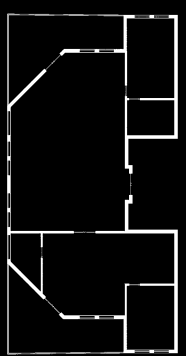
- Abstract geometric art prints on walls.
- Kink dungeon with matte black walls.
- Gun safe in master bedroom, loaded pistol.
- Walk-in closet: designer shoes, leather and latex dresses, eyeless golden mask.

Executive Hideaway

- Building concierge downstairs.
- Well-stocked drinks cabinet.
- Chef's kitchen with professional quality knives.
- Wood floors, underfloor heating.
- Wall safe containing cellphones and driver's licenses.

Suspect's Apartment

- Drawn drapes and curtains.
- Paintings and posters have been removed from the walls.
- Unwashed dishes, old food, and a pungent smell.
- Empty wine bottles.
- Desktop computer is taken apart, hard drive missing.



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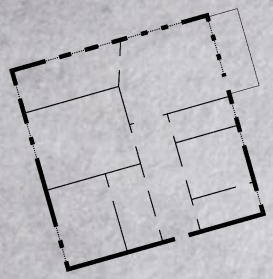


Student's Apartment

- College textbooks in teetering stacks.
- Red Solo cups litter the floor.
- Dishes moldering in the sink.
- Pizza boxes left out from the night before.
- A chore chart tacked to the fridge.

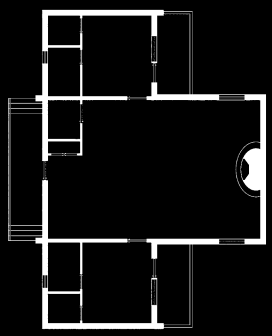
Vacation House

- Bright, white, open.
- Fresh fruit in a bowl.
- Sign on wall says: "Life is Better at the Beach".
- Seashell and starfish decor everywhere.
- A rack on the wall is filled with sun hats.
- Old photos and news clippings about a boy that drowned.

Burgled Apartment

- Apartment door is open.
- Drawers and cabinets are opened and searched.
- Broken mirror laying on the floor.
- A sea of cracked china litters the kitchen.
- The shower curtain lies crumpled on the floor, stained with blood.

10



Shack in the Woods

- Infested with tiny white spiders.
- Trickle of rusty water before faucets start flowing.
- Thick ashes in the firepit.
- Grimy blue gingham curtains.
- Flecks of bone and hide in the bathtub.

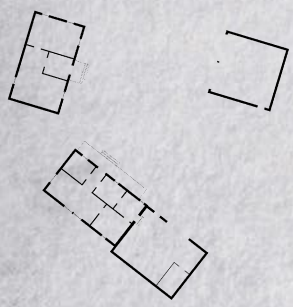
Ski Cabin

- Squirrels living in the roof.
- Brightly colored, hand-woven rugs.
- Wind howls down stone chimney.
- Huge windows look out onto forest.
- Old clothes left in closets.
- Deep claw marks in the wooden walls.

Hoarder's Hideout

- Trash and piles of stuff everywhere.
- Large poster of a girl on a motorcycle.
- Some windows covered with cardboard.
- A dozen unopened coffee machines.
- One room is perfectly clean.
- Black stain on the carpet gives off an unbearable stench.

11



Abandoned Farmhouse

- Overgrown yard.
- Rusty old car in the gravel driveway.
- Several broken windows.
- Decades-old furniture and other stuff left behind.
- Dust, dead flies, and rat droppings.
- Leaking roof and a smell of mold.
- Old family photos, some of them disturbing in nature.

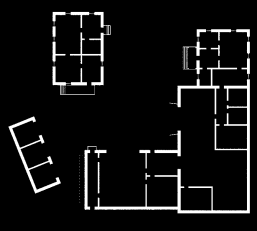
The Desolate House

- Long grass, tall enough for a grown man to hide in.
- Insects chirping a hypnotic melody.
- A plastic bucket filled with dead toads.
- The curtains are drawn.
- Torn book pages all over the yard.
- A sudden feeling of being watched.

Rural Meth Lab

- Acrid chemical fumes wafting through open windows.
- Spare rooms stacked floor to ceiling with garbage.
- A vicious barking dog greets guests.
- Burnt patches of grass.
- Baby in a crib, crying weakly.
- Stinking mattress that has been soiled repeatedly.
- A TV with the Shopping Network on high volume.

12



Run-down Workshop

- Buildings in a state of disrepair.
- Unkempt yard full of trash.
- Deer antlers, green with algae, mounted on the walls.
- Angry dog on a long chain.
- Rooms littered with beer cans and cigarette butts.
- Mechanical workshop filled with old tools and unfinished projects.

Criminal Hideout

- Run-down exteriors with boarded up windows and peeling paint.
- People standing outside smoking and keeping watch.
- Stolen truck in process of getting its plates changed.
- Loudspeakers blasting out classic hip-hop.
- Large storage area with drugs, weapons, and stolen electronics.
- Interrogation room with walls covered in construction plastic.

Car Workshop

- Steel wall panels and industrial rolling cabinet for tools.
- Workbenches and heavy-duty storage shelves.
- Mechanic's creeper with squeaky wheel; four-post vehicle lift.
- Old boombox with bad reception, set to classic rock radio station.
- Air smells of grease, engine oil, and gasoline.
- The concrete floor has dark stains.

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Student House

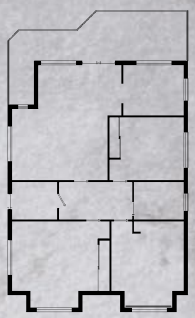
- Second hand furniture and movie posters.
- Brown stains covering the carpet.
- Massive collection of retro video games.
- Fast food boxes all over the kitchen.
- Cleaning schedule on fridge.
- Grumpy, fat, spoiled cat.

Artist's Home

- Retro modernist furniture.
- Walls crowded with paintings.
- Slight smell of paint thinner.
- Collection of avant-garde Jazz LPs.
- Large, half-finished painting of creature with a mask nailed to its skull.

Single Parent's Home

- In need of tidying up.
- Pile of bills on kitchen table.
- Note on fridge, "Heat up some leftovers, I'm working late tonight. I'm so sorry. Love you!".
- Next to child's bed: Smartphone with weird and disturbing chatlog.



14

Family Home

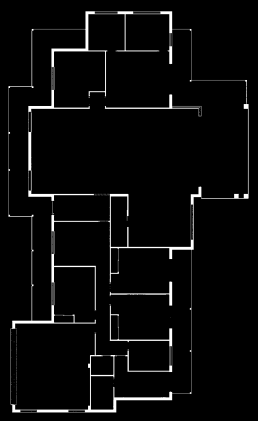
- Brightly coloured schedule pinned to refrigerator.
- Scuffed skirting boards.
- Dog bed and bowl.
- Stuffed elephant toy, eyes removed and stuffing spilling out.
- Compost bin, starting to smell.

Hitman's Home

- Chrome, glass tables, and black and white photos.
- Everything is painfully neat. No dust anywhere.
- One bedroom locked with sturdy padlock.
- Hidden weapon cabinet in one of the wardrobes.

Cult Retreat

- Well-kept lawn and garden.
- Kitchen stocked with organic food.
- Bars on the windows; doors can be locked from the outside.
- Pamphlets and books with colorful illustrations.



15

Show Home

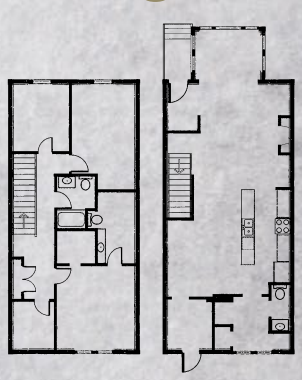
- Vases of plastic flowers.
- Sound echoes throughout the house.
- Lumpy sofa, something stuffed inside the cushions.
- Master bedroom smells of sex, unlike the rest of the house.
- Framed, stock photographs of a pretend family.

Stage Magician's Home

- Red carpets line the floors.
- White marble and gold furniture.
- A smell of something... unusual in the air.
- Soft music plays from a hidden hi-fi system.
- Office chair that looks like a throne.
- Posters of famous magicians.
- Circus props.
- A guillotine takes up a whole room.

Site of Unexplained Incident

- Everything within seems to have aged several decades in a single night.
- Thick layer of dust, wallpaper bleached and peeling.
- Yesterday's newspaper is fragile and falls to pieces when touched.
- Mumified corpses of residents sitting before the TV or lying in bed.



16

Old Mansion

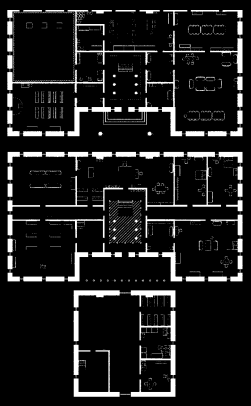
- Light switches spark when turned on.
- Ancestral portraits, all with the same face.
- Attic sealed with puzzle lock, hiding occult library and ritual room.
- Family chapel, font filled with stinking black water.

Private Hunting Retreat

- Stuffed and mounted animal heads on walls.
- Racks of antique guns and swords on display.
- Banquet hall with bones thrown in fireplace.
- Emaciated, drugged human quarry kept in attic.

The Mad Bishop's Palace

- Luxurious furniture with an angel motif.
- Walls are draped in green velvet.
- Statues with abnormally large genitals.
- Blood on one of the door knobs.
- A piece of torn clothing lies on the floor.
- A horrid smell comes from the kitchen area.



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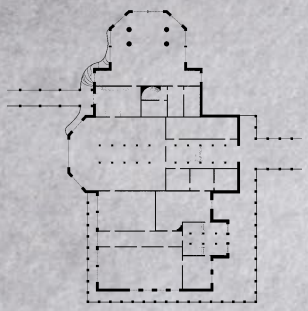


Wedding Venue

- Iron-framed greenhouse.
- Elegant dining room with ivory linens.
- Sweet-scented lilies.
- Topiary trees shaped like birds.
- Classical music playing over sound system.
- Flower beds coated with bone meal.

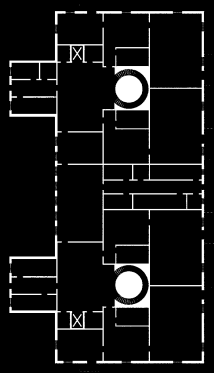
Botanical Gardens

- Gravel pathways.
- Condensation beaded glass walls.
- Intense humidity.
- Tropical flowers and vines.
- Carnivorous plants surrounded by the stink of rotting meat.
- Recorded sounds of jungle birds.

Palace of the Magician

- High tech security system.
- Indoor gardens under glass ceilings.
- Art Deco style ornaments and furnishing.
- Domestic servants hired from abroad, often abruptly replaced.
- Study in tower stocked with books, photographs and complex charts.
- Master bedroom filled with handwritten pages about immortality and pacts with powers from beyond.

18



Low Income Housing

- Rusted fire escape.
- Knockers shaped like lion heads on the doors.
- A leak in the stairwell
- Trash chute large enough to fit a body.
- People try to keep their heads down and not make trouble.
- Cockroaches scutter away.

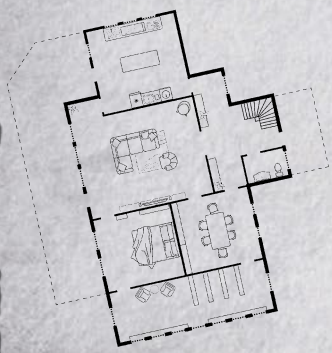
Modern Timeshare Building

- Clean and fresh with lush, green plants.
- Glass elevators.
- Free fruit and mineral water.
- Cleaning staff from Pakistan.
- Missing persons posters on the community bulletin board.
- Pool with swim-up bar

Coq Rouge Trafficking Hub

- Rough-looking men in front of the entrances.
- Kidnapped persons kept in locked rooms.
- Old woman administers heroin to get victims hooked.
- Beds with soiled linens where the guards sleep.
- Small film studio with bright lights, leather sofa, and sex toys.
- Cult leader high on coke and armed to the teeth.

19



Tech Guy's House

- Expensive modern furniture.
- Empty, eggshell white walls.
- Medicine cabinet full of prescription meds.
- Modern stereo system.
- Collection of used lingerie.
- Hidden, encrypted laptop filled with violent pornography.

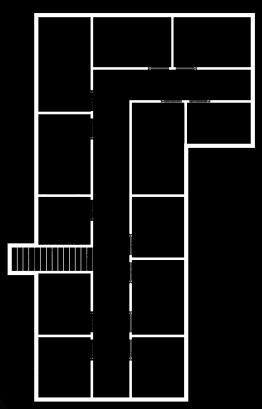
Witness Protection Safehouse

- Anonymous brick building.
- Overgrown garden.
- Curtains are drawn.
- Hidden cameras at both entrances.
- Takeaway boxes in the kitchen.
- The TV plays Netflix and Hulu shows 24/7.

Family Home

- Toys on the floor.
- A PS4 in front of the TV.
- Family portraits on the walls.
- Clothes hung on chairs and laying in piles on the floor.
- One room is filled with stuffed animals.
- Grocery bags unpacked in the kitchen.

20



Automated Storage Units

- Long hallways with bright fluorescent lighting.
- Metal doors painted orange.
- Security cameras everywhere.
- There's something alive in one of the units!
- A manual forklift stands in a corner.

Apartment Building Storage

- Storage lockers with wire mesh enclosures.
- Exposed ductwork.
- Freezing cold.
- One locker full of too-realistic mannequins.
- Tubs full of holiday decorations.

Old Archives

- Doors slowly close and lock behind the careless wanderer.
- Shelves of folders, binders, and archive boxes.
- A note says: alphabetical order except 83-86 and 94-98.
- A used fire extinguisher stands in the corner .
- Small desk filled with military models, a strong lamp, glue, and tweezers.

21

Office Trailer

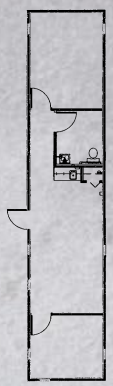
- Grey stucco walls.
- Folding chairs and tables in place of desks.
- Cork board with notices about pay dates, benefits, etc.
- Coffee can labeled "Petty Ca$h" stuffed with loose bills.
- Stacks of unopened mail.

Container Home

- Converted shipping container.
- All the plumbing leaks.
- Door only locks from outside.
- Chugging generator fills one room.
- Rust and damp in corners of ceiling.
- Glassware with acrid smelling chemical residue.

Construction Trailer

- Lockers for clothes.
- Plastic crates with neatly sorted tools.
- Dirt and gravel on the floor.
- Coffee maker and microwave both oven.
- First aid kit and leaflets with workplace safety information.



22

Tattoo Studio

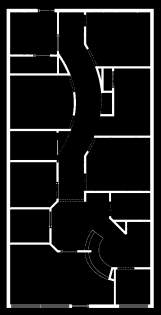
- Thumping heavy metal music in foreign languages.
- Smell of alcohol spray and bleach.
- Display of cheap body jewelry.
- Flyers for club nights.
- Sheets of stomach-churning and hypnotic designs

Illegal Clinic

- Crumbling, damp old building.
- Chairs covered in trash bags.
- Receptionist smoking at the counter.
- One room is dark, with sticky plastic curtains over doorway and windows.
- Soft classical music.

Dentist Clinic

- Cool green walls.
- Stainless steel dental instruments.
- Art depicting frogs with clothes.
- Empty dispenser of hand sanitizer.
- A nurse, with a perfect smile, seems to be unable to speak.



23

Upscale Restaurant

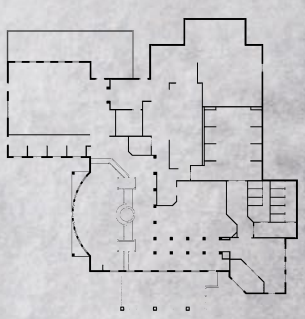
- Chandeliers throw warm, flattering light.
- Dark wood and crisp white linen.
- Cherry blossom branches in tall black vases.
- Private cigar room, VIP only.
- Mirrored bathroom walls.

Chain Diner

- Pervasive smell of cooking oil.
- Ugly floral carpet.
- Greasy windows.
- Flickering fluorescent lights.
- Thick dust on surfaces that aren't often used.
- Dead roaches.
- Out of date, laminated menus.

Western Chinese Restaurant

- Stressed kitchen personnel.
- Furnishings in dark wood, with red and brass details.
- 'Traditional' and 'ethnic' decoration, trying to appeal to white people looking for "authenticity".
- The fortune cookie seems eerily appropriate.



24

Sports Bar

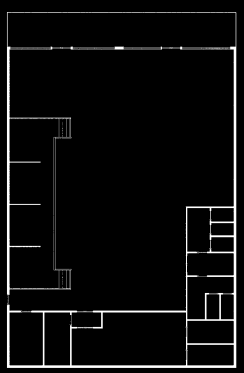
- Dartboard as old as the bar.
- Mugshots of banned former patrons.
- Baseball jersey from the '70s, framed.
- Thick windows that blur the world outside.
- Old TV that sometimes jitters into static.

Diner

- Polished chrome countertop.
- Harsh electric lights.
- Whirring AC.
- Scratched into a table: "You're addicted to safety."
- Jukebox that, regardless of whatever song you choose, eventually reverts to Blue Suede Shoes.

British Pub

- Furnishings in dark wood and brass.
- Lots of bric-a-brac ornaments.
- Fish 'n' chips and shepherd's pie.
- Ale, stout and whisky.
- Slot machines in a corner.



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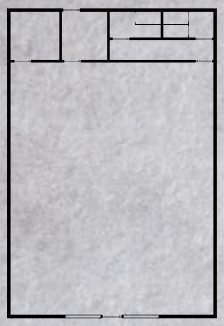


Dive Bar

- Gloomy and stuffy .
- Pool tables with torn baize covers.
- Obscene bathroom graffiti.
- Clogged toilet.
- Signs advertising “Singles night - Live Music - Live Dancers”.
- Confederate flag.

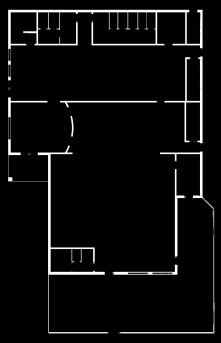
Basement Gambling Den

- Knife jammed into splintered tabletop.
- Precarious stacks of poker chips.
- Sliding hatch in door.
- Shotgun hidden beneath the bar.
- Overflowing ashtrays.
- A disassembled pocket watch, cogwheels still turning.

‘80s Themed Bar

- Retro movie posters on the walls.
- Loud ‘80s music.
- Neon lights and disco ball.
- Cheap vodka tonics.
- Glory hole drilled between the bathroom stalls.
- Suspicious man stalks the seedy back alley behind the bar.

26



Hotel Bar

- Signed photos of staff with Tiphany Reeder.
- Flies around sticky liquor residue.
- Bland background music makes it hard to think.
- Abandoned suitcase in the coat check, triple locked.
- Purple velvet seats.

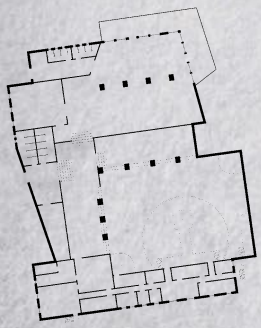
Warehouse Nightclub

- The name “SlaughterHaus” glows in bright neon.
- Shackles bolted to the stage.
- Massive. Amps. Everywhere.
- Cigarette butts like leaf litter on the balcony.
- Fake drug test kits.
- Bullet holes in concrete walls.

Bdsm Club

- Dresscode: Fetishwear or minimum black.
- Drapes covering the windows.
- Benches, racks and other devices anchored to walls and floor.
- Loud industrial music.
- Free condoms and snacks in separate bowls.
- Occult message written with lipstick in the bathrooms.

27



Strip Club

- Red and purple neon lights pulsing to the pounding disco music.
- Worn wall-to-wall carpet.
- Waitresses in lingerie serving drinks to loud frat boys.
- Sad old man twirling a marriage ring while waiting for his favorite dancer.
- Paranoid owner observes everything via hidden cameras.

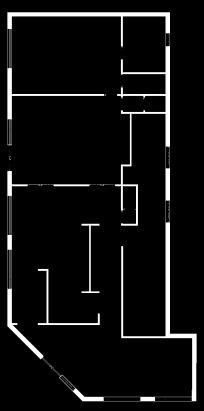
Swanky Dinner Theater

- Plush chairs and ornate decor.
- Chandeliers emit a golden glow.
- Four-course meals and expensive wines.
- Live animals used onstage; they look sad.
- The main performer got famous in a talent show.

Seedy Casino

- Suspicious stains on the carpet.
- Ashtrays need emptying.
- High roller tables for poker.
- Female employees in revealing uniforms.
- Back rooms for shady dealings.
- Jazz singer on stage; she is clearly too drunk to cope.

28



Downtown Sushi Restaurant

- Light scent of citrus in the air.
- Neon pink and green plastic seats.
- Range of imported Japanese beers.
- Despite the plentiful seating, nobody stays for long.
- Kawaii mascot decals on the windows.

Traditional Seafood Restaurant

- Briny smell.
- Overpopulated tanks of live lobsters and crabs.
- Catch of the Day chalkboards that read, “Try our roe!”.
- The bathroom plumbing sounds like listening to a seashell.

Neighborhood Joint That Failed Inspection

- Flickering yellow fluorescent lamps.
- Greasy stained floor.
- Plates with half-eaten food are stacked at far end of the tables.
- Grumpy manager smokes and stares suspiciously at guests.

29

Roadside Motel

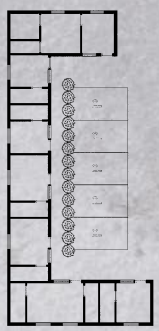
- Overly helpful desk clerk.
- Mini-fridge is empty, but hums loudly.
- TV that shows static or pay-per-view porn.
- Clot of bloody hair in the shower drain, bits of scalp still attached.
- Mattresses slit and resewn with ugly black thread.

Halfway House

- Reception staff have keys to every room.
- "One day at a time!" painted in every room.
- List of house rules on every door.
- Security cameras everywhere.
- Cheaply printed bibles containing a Lost Gospel.

Abandoned Motel

- No electricity, just dust and silence.
- Turquoise paint peels off the walls.
- Furniture is missing or broken.
- Bible on top of a stack of vintage Playboy Magazines.
- "Jesus Saves" spraypainted over the old wallpaper.
- Pair of underwear, child-sized, lies ripped on the floor.



30

13th Floor

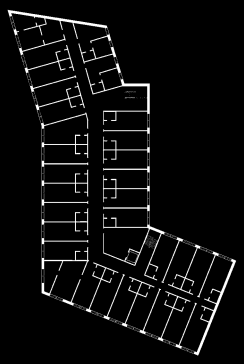
- Sweltering hot.
- Sound of machinery heard behind the walls.
- Crying behind one door.
- Elevator doesn't always stop here.
- Furniture too big for the space.
- Paintings depict empty cityscapes.

Run Down Motel

- Flamingo bed linens and wallpaper.
- Extensive room service list.
- None of the windows open.
- Vending machine only stocks soda labeled in Russian.
- Spray paint hides cigarette burns in the carpet.

Haunted Motel

- High ceiling with exposed air ducts.
- Paintings with dark seaside motifs.
- Ice machine rumbles at night.
- Echo of what sounds like a distant choir.
- Phone rings; a child asks for Daddy.



31

Game Store

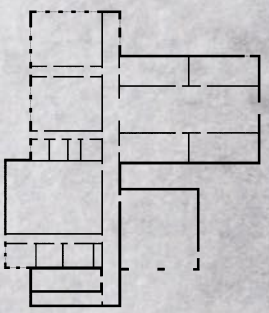
- Walls lined with shelves packed full of board, card, and dice games.
- Recreational rooms in back for events.
- Small office with a laptop full of hentai.
- Large wargaming tables with detailed terrain.
- Missing person poster torn down and thrown in the trash.

Political Campaign Office

- People at desks making calls or interacting on social media.
- Posters and campaign slogans in every corner.
- Whiteboard filled with notes from strategy meetings.
- Cups half-full of cold coffee.
- Boxes filled with pamphlets.
- News stream 24/7 on muted screens.

Community Centre

- Old furniture scattered around.
- Rooms for clubs, study circles, and support groups.
- Small café with undrinkable coffee.
- Shelves for book trading: "Take A Book, Leave A Book!".
- Posters advertising activities.
- Art exhibition featuring local amateurs.



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Biker Gang Hideout

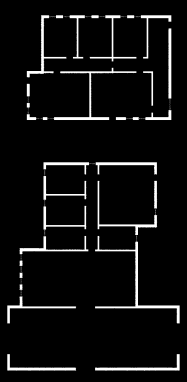
- One-story brick building; all the windows are barred.
- Savage mutt on chain, barking at any strangers.
- Garage where bikes are chopped and rebuilt.
- Simple bar with loud White Power music.
- Swastika flag in one of the rooms.
- Large stash of drugs and weapons.

New Age Shop

- Well-stocked on crystals and incense.
- Harmonic pan flute music.
- Large collection of books about tarot, Wicca, and Paganism.
- Room in the back with a long table for seances.
- Visitors can book a private tarot reading.
- Owner is a member of the Atlantean Dreams cult.

Abandoned Building in the Borderlands

- Children of the Night sometimes squat here.
- Wallpapers torn and peeling.
- Windows covered with black plastic bags.
- Furniture pillaged from all kinds of places.
- An affectionate cat, covered in fleas, curls up on a windowsill.
- A glass jar filled with human teeth sits on the mantlepiece.



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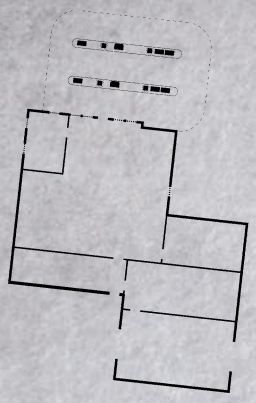


'50s Steak and Lube

- Smell of greasy burgers and fries.
- '50s decor and checkerboard floor.
- Sells excellent milkshakes.
- Jukebox stuck on "Be-Bop-A-Lula".
- A large freezer in the back with a padlock on it.

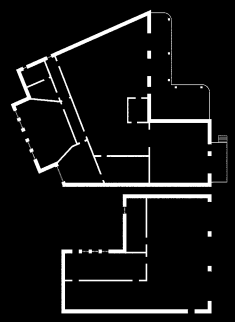
Convenience Store in the Bad Part of Town

- Open 24/7.
- Attendant keeps an eye on the security footage.
- Shelves stacked with candy, fast food, toiletries, and glossy magazines.
- Well-stocked with alcohol.
- Flickering fluorescent light in one of the refrigerators.
- Scene of several shootings.

Forgotten Gas Station

- Halfway down a back road.
- Rusted fuel pumps, boarded up windows, door on its hinges.
- Empty shelves, sun-bleached cigarette logos, and dust everywhere.
- Boxes with canned meat, the cans are swollen and about to explode.
- White cowboy hat on a table.
- Diary belonging to the last owner.

34



Warehouse

- Forklift trucks under filthy tarpaulins.
- Oil-stained concrete floors.
- Room of damaged stock for resale.
- Office smells of gasoline.
- Workers smoking on loading dock.
- Whiteboard reading, "13 days without workplace injury".

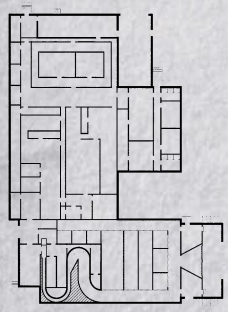
Warehouse Squat

- Broken office furniture.
- Blankets hung up to divide rooms.
- Scuffed out chalk circle on the floor.
- Empty bins of beer bottles.
- Oil drum fires.
- Two vicious guard dogs fighting over bones.

Small Industry

- Modern office with state of the art electronics.
- Bright and clean colors.
- Large screen explains the benefits of the star product.
- Robot assembly line.
- A worker talks to his computer in a submissive way.
- One of the machines is smeared with dried blood.

35



Slaughterhouse

- Cramped pens holding cattle.
- Machinery stained with blood and excrement.
- Sound of clinking chains and saws, and the constant thud of the bolt gun.
- Smell of blood and decay.
- Skinned carcasses hang in neat rows.
- Protestors carry signs out front.
- Workers in masks and overalls who carry cattle prods.
- Blood splattered on the floor.

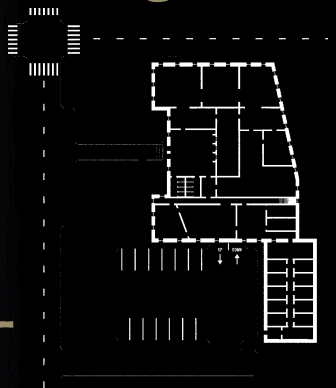
Abandoned Abattoir

- Massive structure of discolored concrete.
- Echoing halls.
- High, grimy windows only let in yellow-brown light.
- Chains and hooks from the ceiling.
- A used condom.
- An open grate leads down into the sewer.

Hardcore Death Club

- Fence around the whole compound.
- Signs that say "Keep Out" and "Private Property" all around.
- The bouncers are armed with assault rifles.
- From the backyard outside, screams can be heard through the night.
- Naked people are led like cattle.
- Behind glass, men in expensive suits drink and laugh.
- Loud music almost covers the worst screams.

36



Defunded Police Station

- Blue carpets on the floor.
- A ripped flag hangs from a balcony.
- Old wooden desks littered with old files and papers.
- An old computer monitor without processors attached.
- A dartboard with a photo nailed to it.
- Pale man in one of the cells who is not completely human.

Small Town Newspaper

- Desks with wood panels and used-but-comfortable office chairs.
- Windows are small and covered in grime.
- Offices dimly lit, and lights often go out due to faulty electrical wiring.
- Newspaper clippings cover the walls, some as old as 1973.

Telemarketing Office

- Neatly ordered cubicles, enclosed by teal sound-proofing walls.
- The air is hot and humid; ACs constantly drip and whine.
- Humiliating team-building exercises.
- Accusatory motivational posters.
- Automated and manual monitoring of calls.

37

Sheriff's Department

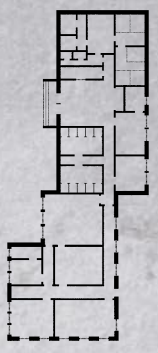
- Reception with stacks of old magazines, and a bulletin board with photographs of missing kids.
- Jail cells with bunks bolted to the walls.
- Interrogation room with squeaking ceiling fan, bad ventilation, and one-way mirror.
- Briefing room with whiteboard, projector, movie screen, and collection of unwashed coffee mugs.

Scene of a Violent Shoot-Out

- Cut power line.
- Receptionist dead in her chair, shot in the head.
- Sheriff bleeding out from gut wound in one of the cells.
- Smashed computer and open evidence cabinets.
- Three bodies, handcuffed on the floor and executed.

National Forest Ranger Center

- Rustic wood furniture.
- Everything is made of natural materials.
- Portraits of former rangers line the corridors.
- An old movie projector is rolling in a dark otherwise empty room.
- Chairs are lined against the walls.
- All the flowers are dead, even a cactus.



38

Abandoned Asylum

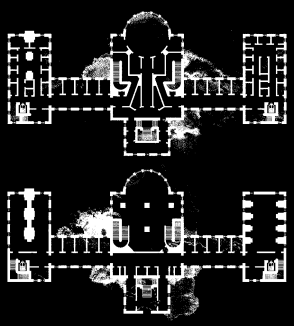
- Filthy bathtubs full of mold.
- An orbitoclast on a table.
- Rodents living in an old mattress.
- Blood stains.
- Rusted gurneys with leather straps.
- A tricycle on its side.

College Dorms

- A notice about a freshman mixer tacked to the bulletin board.
- The smell of burning from the kitchen.
- Hallway carpet is stained.
- Common area with fireplace and TV.
- Bathroom floor is flooded.

Private Clinic

- Old people in white bathrobes.
- Nurses are friendly and have perfect smiles.
- Cards and croquet are favourite past times.
- Heated bath with water from mineral springs.
- The head doctor looks like he has had too much plastic surgery.



39

Private Hospital

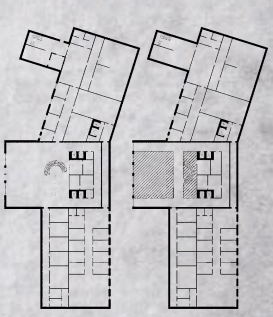
- Sterile and clean.
- Personnel in white uniforms.
- Locked medical storage.
- Surprisingly good food.
- One of the patients has police protection 24/7.
- One of the surgeons is an adept Death magician.
- The basement is off-limits, unless you're visiting the chapel.

Summer Camp Lodge

- Next to an isolated lake in the middle of nowhere.
- Small rooms with standard-issue bunk beds and trunks.
- Secret attic where some kids go to make out.
- Cheerful arts and crafts room.
- Drilled peephole in one of the showers.
- Binder full of photos showing kids who went missing sits in a locked drawer in the main office.

Modern Asylum

- Only authorized personnel outside of visiting hours.
- Bright lights, meticulously sterile.
- Abstract art on the walls.
- Experiments with heavy medication and isolation.
- Therapy sessions under strict supervision.
- Difficult patients strapped to beds.
- Cruel physicians study psychological pain.
- Promising patients are brought to the secret ward.



40

Run-Down Office

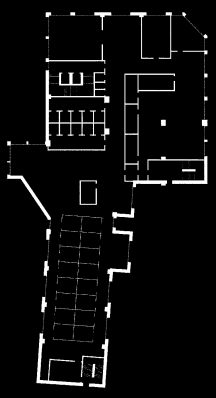
- Whiteboard of sales leads and targets.
- Three printers, two broken.
- Cubicles with barely enough room to turn a chair around.
- Passive-aggressive notes plastered across the kitchen.
- Chairs knocked over in boardroom.

Local Police Station

- Echoing cement staircases.
- Evidence locker containing drugs, human remains, and a jar full of eyeballs.
- Crime scene photos tacked up on the cubicle walls.
- Peephole into women's restrooms.
- Locked desk drawer conceals a bottle of hard liquor.

The Anomalous Office

- It's eerily quiet.
- Soft white drapes slowly move in the wind.
- One wall is gone; in its place is a massive opening into a dark city.
- A chattering radio echoes from one of the offices.
- Papers gently blow across a nearby desk.



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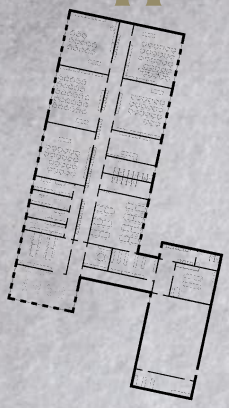


Abandoned High School

- Broken windows.
- "Skool Sux" spray painted in the hallway.
- Posters advertising Spring Fling '05 are yellowed and brittle.
- Desks askew, some overturned.
- A stained mattress in a corner.

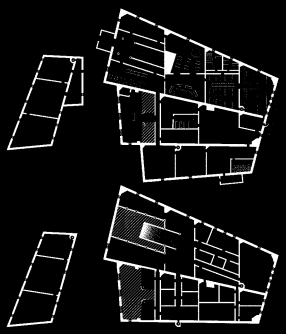
Private Catholic School

- A statue of the Virgin Mary watches over the entryway.
- Vaulted doorways and brick exterior.
- Dimly lit hallways with long shadows.
- Stacks of bibles in the classrooms.

Nightmare School

- There is a thunderstorm outside.
- The power comes and goes.
- Students' clothes lie in heaps on the floor.
- A deformed janitor moves slowly into another room.
- Visitors see familiar names written on a blackboard.

42



University Campus

- Pages of impossible mathematics, stuffed inside a desk.
- Common room with sterile white furniture.
- Locked doors with no name or number.
- Lecture hall where echoes whisper words never spoken.

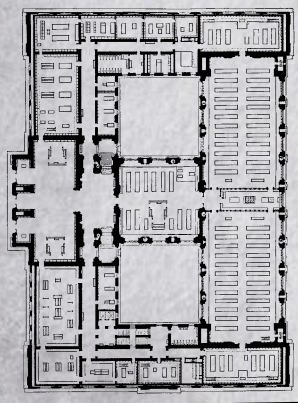
Office Building

- Security keypad at entrance.
- Call center cubicles like prison cells.
- Posters promoting "Team Spirit!".
- A padlocked strongbox full of teeth.
- Notebook full of "Shit Management Says".

Medical School

- Everything's meant to look old and distinguished, but is brand new.
- Operation theaters that are used in secret rituals.
- Industrial oven in the basement to take care of bodies.
- Every staircase is etched with weird writing.
- A large mural of the Tree of Death.
- A freezer with 20 fresh human carcasses perfectly aligned.

43



University Library

- Stately building from the 1800s.
- Art Deco furniture and lamps.
- Labyrinth of rooms and shelves filled with books.
- Acoustics swallow some sounds and amplify others.
- Study room with sheafs of increasingly erratic, disjointed notes ending in "history is a lie".
- Special collection: books chained to shelves.

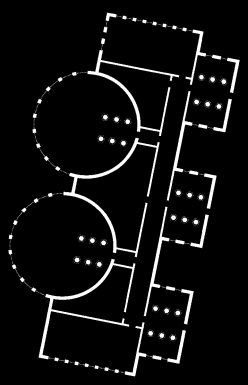
City Records Office

- Dull grey tiled floors.
- Small computer and microfiche rooms.
- Furtive, whispered conversations fill the air.
- 1965-67 records all kept in locked room.
- Temperature controlled archives called "the dead rooms".

The Archive

- A front desk with uninterested personnel.
- Steel shelves everywhere.
- Sarcophagus as an art object.
- Someone is giving a small group a tour.
- Card readers on the doors.
- Tinted green glass windows.
- A security guard who smokes.

44



Memorial Chapel

- White marble columns.
- Fresh flowers honoring the dead.
- Latin inscriptions on the walls.
- A strange chemical smell in the air.
- Water leaking onto the carpet.

University Library

- Wooden study tables with leather chairs.
- Two floors of bookshelves.
- Domed ceiling with intricate crown molding.
- Dusty old books.
- Secret trapdoor under an old rug.

Occult Study

- Dark wooden furniture covered with occult paraphernalia.
- A small skull sits under a bell jar.
- Dark mirror reflects nothing, until it reveals the viewer's face in startling clarity.
- A statue of a woman birthing two snakes.
- Illuminated display cabinet showing a human cut into pieces.

45

College Lecture Hall

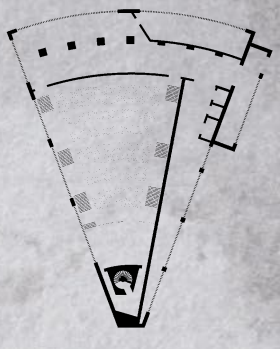
- The bulb is out on the projector.
- Chewed gum stuck under the desks.
- A smelly gym bag left behind.
- Crumpled up notes on the ground.
- Podium with secret compartment.

Cult Headquarters

- Propaganda posters on the wall.
- Multicolored silk banners hanging everywhere.
- Recruitment pamphlets on the pews; maybe it was an old church?
- Incomprehensible symbols on every surface.
- New-age music playing through speakers.

Segment of the Machine City

- Dark metal, electric cables, and a few glowing displays.
- Constant humming of electricity.
- Rows upon rows with metallic cabinets containing ancient server station.
- Idling tekrons on raised platform.
- Flickering hologram comes to life.



46

Bomb Shelter

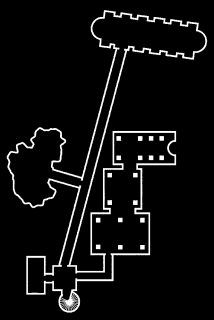
- Concrete walls in pastel colors.
- Heavy metal doors with lock wheels.
- Crates with rations from the '70s.
- Diesel generator that gives power to the lights and the ventilation.
- Bunk bed in communal sleeping compartment.

Temple of the Red Brotherhood

- Concrete walls wet with moisture.
- Stench of rancid fat, mold, and rotting flesh.
- Burning cressets and candles with sooty flames.
- Cages where naked victims are kept in their own filth.
- Old sharpening stone for the ritual skinning tools.
- In a deep sewage pool, a gransangthir dwells like a giant leech.

Realm of the Madmen

- Beneath abandoned industrial complex.
- Squalid shelters made of wood, cardboard, and tarp.
- Sooty figures bent over small figures, whispering, staring and laughing.
- Strange scribbles and symbols in spray paint.
- Altar of some unknown saint with a goat head.
- Behind a locked door a Crazed Dancer swirling in mad silence.



47

Isolated Monastery

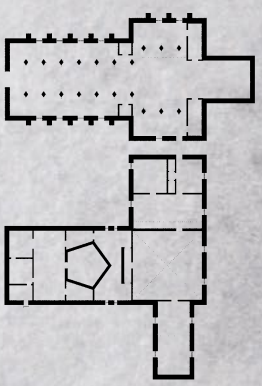
- Medieval fieldstone complex.
- A snake is wrapped around the main crucifix.
- Library includes sacrilegious religious texts and dream journals.
- Meeting room done in red velvet with a large horseshoe table.

Priory of Visions

- Massive brass orrery in the atrium.
- Flagellants' chambers off the hallways, filled with racks and whips.
- Murals of bloody-mouthed angels with many wings.
- Well-kept dormitories and bedrooms.

Retreat for the Tech Elite

- Security card reader at the door.
- Shiny white furniture, futuristic art, and minimalist piano muzak.
- Hidden cameras and microphones in every room.
- Meeting rooms stocked with top of the line conference equipment.
- Soundproof ritual chamber with gold leaf symbols etched into steel floor.



48

Megachurch

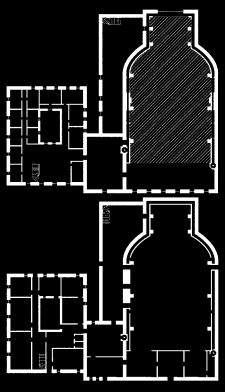
- Old warehouse turned into an industrial-looking sanctuary with stadium seating.
- Screens in the lobby display highlights of the shows.
- Smiling faces and fanatical eyes.
- Stage with camera equipment and strong lights.
- Mail-sorting room full of checks and cash from devotees.

Disused Movie Theater

- Back rooms full of celluloid, most ruined by light.
- Posters for decades-old films, some never shown elsewhere.
- Mannequins arranged in seats, staring at the screen.
- Empty sleeping bag and dead phone.

Home of Abandoned Children

- Old church with nuns or monks tending the children.
- The receptionist has taken a vow of silence.
- Everyone is quiet and seems afraid of visitors.
- A scent of newly baked bread lingers in the air.
- A girl is singing beautifully in one of the rooms.
- An attendant brings food to a locked room.



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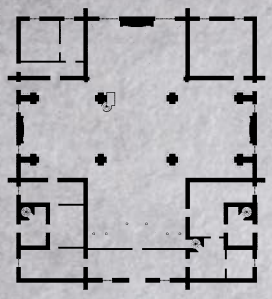


Small Church

- Cracked plaster walls.
- Faded art of the Madonna and Child.
- Counselling room, full of 1970s marriage guidance texts.
- Sunday school, "Who goes to Hell?" on the chalkboard.
- Staircase to flooded basement.

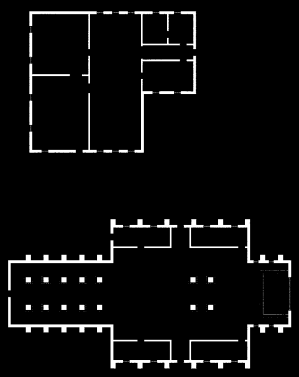
Community Center

- Old church pews rearranged into meeting space.
- Ads for new moms group, AA, etc.
- Food and clothing donation boxes.
- Leaking ceiling.
- Aged computer with dial-up internet.
- Cop asking after missing person.

Homeless Shelter

- Used to be a church, some decorations left behind.
- Rows of beds.
- Volunteers doing what they can with minimal resources.
- Families trying to get through another day, hoping this is only a temporary situation.
- Drunk man at the entrance, angry about not being let in.

50



Rural Church

- Built in the 1800s, in need of repairs.
- Vines cling to the facade and cover most of the windows.
- Smells strongly of incense.
- Large pipe organ.
- Cramped confessionals.
- Eyes scratched off of statues.
- Funeral home next door.

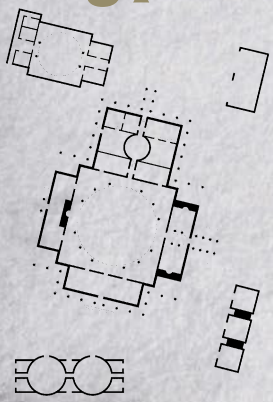
Small-Town Library

- Stacks stuffed with old books in only mediocre condition.
- Special section containing regional maps and wilderness survival guides.
- Microfiche reader, newer than the rest of the library.
- Newspaper clippings of missing people.
- Midnight meeting place for members of a Sentinel Cult.
- The club house next door is well-stocked with outdoor equipment and a gun cabinet.

Cheesy Wedding Chapel

- Plastic palms, altar with neon cross and free Wi-Fi.
- Wedding packages are reasonably priced, and include streaming services for virtual weddings.
- The reverend can perform a normal wedding, or officiate while impersonating Elvis at no extra charge.
- Chapel staff hand out coupons for a wedding suite in nearby cheap hotels.

51



Shinto Shrine

- Atmosphere of stillness and tranquility.
- Inner sanctuary is quiet and inviting.
- Moss-covered stones.
- Paper lanterns flicker from the eaves.
- Weathered statues whose eyes seem to move.
- A koi pond full of fat fish.
- Cigarette butt on the ground.

Small Mosque

- Minaret tower where prayer is called on a crackling speaker.
- Ablution area where visitors wash before prayer.
- Main chamber is open and bright with a domed ceiling.
- Ornate rugs cover the floor.
- Wall marked with a mihrab, pointing in the direction of Mecca, to face when praying.
- Mad angel hides in secret room, chanting heretical suras in Arabic.
- Bookshelves are locked with small padlocks.

Mausoleums in the City of the Dead

- Enormous mausoleums built out of discoloured marble.
- Prayer pennants flit in the stagnant breeze.
- Huge urns, cracked asunder; the ashes swirl over the ground.
- An embalmed creature in a sealed vault tries to possess anyone who comes close.
- Stairs spiral down to a labyrinth of black catacombs.
- A mumbling creature, dressed in torn rags, hold endless vigil in front of a copper gate.

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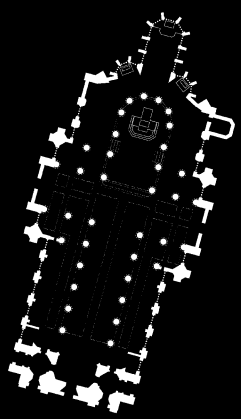


Gothic Cathedral

- Stone gargoyles on the roof.
- A stand with prayer candles, four of which are lit.
- Donation boxes with heavy locks.
- Moldy hymn books sit on the pews.
- Men in dark suits whisper to each other and exchange smiles and glances.
- A disturbingly lifelike crucifix hangs on the wall.

Romantic Goth Club

- Dance floor in the nave with smoke, strobe lights, and loud music.
- Sofas and low tables in the dark corners.
- Pierced bartender serves colorful drinks.
- Stylized kink show on stage.
- The stained glass windows have erotic motifs.

Home of the Nephrite Augur

- Black marble with crimson striations.
- Surfaces grimy with tallow smoke from dripping yellowish candles.
- The sweet incense mingles with the stench of decay.
- Ghostly whirls of ash move across the stone floor.
- On the blood-stained altar is a curved, sharp blade.
- In an iron cage next to the altar lies an infant, making happy cooing sounds.

53

Opulent Theater

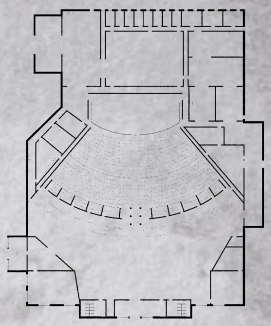
- A massive golden chandelier hanging from the ceiling.
- Catwalk above the stage.
- Plush red velvet seats.
- Secret lounge underneath the stage for special guests.
- Costumes and props from hundreds of productions.
- A lost dream creature dwells in the attic.

Concert Venue

- The floor is sticky.
- Security guards looking for a fight.
- General admission—standing room only.
- Green room backstage is littered with beer cans and ashtrays.
- Bright stage lights and lots of smoke.
- A young woman shoots heroin in the restroom.

Closed Down Cinema

- Silent and covered in dust.
- A handful of the lights are working.
- The seats are stained, cut or removed.
- Cardboard boxes with packed up old film and rolls of posters.
- The popcorn machine smells like fresh popcorn.
- A half-ripped shoe.
- Something or someone is living in one of the rooms.



54

Destroyed Opera House

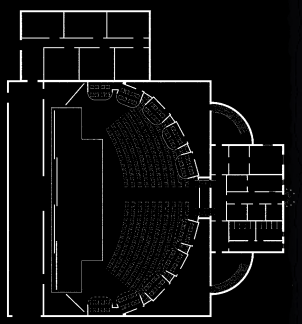
- Extensive structural damage.
- Velvet seats covered in mold.
- Curtain gently blowing from an unknown air source.
- Opera posters hung on the wall, with people's eyes scratched out.
- A black vortex is painted on the stage.
- Eyeless, but still seeing, cultists of She Who Waits Below live here.

Run-Down High School Auditorium

- A large pile of waterlogged playbills stacked backstage.
- Seats in a poor state.
- A treacherous hole in the stage.
- The smell of mildew in the air.
- Kids come here to get high and have sex.
- Written on a wall: "All The World's a Stage".

Half-Swallowed by Limbo

- Whispers echo through the corridors.
- Tapestries move in an invisible wind.
- Sometimes the building looks brand new, other times decayed
- Lost opera guest wanders the halls.
- Cries and shrieks emit from various dressing rooms and basements.
- Ichtyria with segmented bodies and spindly legs crawl on the ceiling.



55

Indoor Swimming Pool

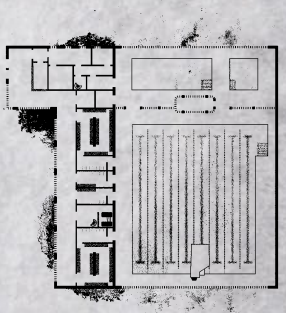
- The air is filled with childrens' voices and the smell of chlorine.
- Hard, slippery floors.
- Plastic furniture.
- Big panoramic windows.
- The locker room smells of sweaty old clothes.

Indoor Swimming Pool, Night

- Ghostly light reflects from the blue-green water.
- Smell of chlorine.
- Slurping sound from the filtration system.
- One of the showers suddenly turns on.
- Knocked-out tooth on the tiled floor.

Abandoned Swimming Pool

- Brownish sludge at the bottom of the empty pool.
- Tiles have fallen from the wall.
- Old electrical cables hang from the ceiling.
- A nauseating stench of mold.
- Flies buzzing around a rotting pile of something in the corner.



56

Observatory

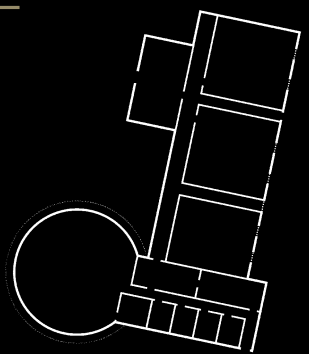
- Massive telescope points toward the sky.
- Quirky astronomer who always drifts into talking about fully automated luxury space communism.
- Overstuffed chairs and dozens of astronomy books.
- A gift shop with books, fridge magnets, star maps, and other trinkets for sale.
- Flyer advertising an Intro to Astronomy course.

Arctic Research Base

- Food storage to last through the winter.
- Metal lockers with parkas and winter equipment.
- Windows are small and well-isolated.
- Bedrooms are cramped and stuffy.
- Common room smells of old coffee and cigarettes.
- Shortwave radio crackles occasionally.
- Outside storage area for snowmobile, skis, mountaineering equipment.

Biomechanical AI Laboratory

- Composite material in the walls.
- Fluorescent lamps spread a harsh, unforgiving light.
- A friendly AI voice checks in with visitors and scientists alike, and offers advice.
- Main lab with microscopes, centrifuges, fume hoods, computers and various scientific equipment.
- A soft bunk is highlighted by LED light.
- Small robot vacuums roam the halls.



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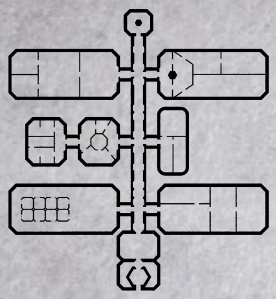


Survivalist Bunker

- Entrance hidden in a shed behind the house.
- Shelves with canned food.
- Armory with an assortment of weapons and camo suits.
- Conspiracy theory books.
- Missing girl locked into small cell.

High-Security Biological Laboratory

- White, bright, sterile.
- Authorized personell only.
- Airlocks and hazmat suits.
- Operating room.
- Cryostorage for samples.
- Locked cells for subjects, human or otherwise.

Bowels of the Machine City

- Open shafts run hundreds of meters up and down through metallic infrastructure.
- Sound of colossal steam turbines.
- A wind that brings the smell of ozone.
- Luminescent reactor basins.
- Control center with strange regulators and computers.
- Dark room illuminated by flickering screens.

58

Isolated Carriage

- A faint smell of chorine.
- Everyone around is absorbed in their work.
- A poster warns to "Never leave your bags unattended!".
- An empty stroller moves with the train.

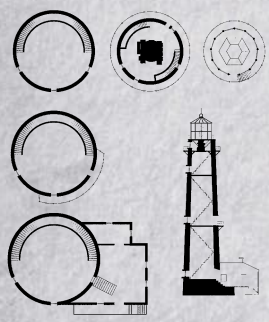
Infectious Carriage

- The floor is sticky.
- The carriage is crowded.
- A smell of diapers or garbage.
- Someone coughs repeatedly.
- A baby is screaming.

Continental Carriage

- Beautiful decorations and cozy lights.
- Velvet-lined walls and wooden details.
- A handsome train conductor is asking for tickets.
- Someone is smoking a cigar.

59



Abandoned Lighthouse

- Perched on a treacherous cliffside.
- Broken, boarded up windows.
- Moss growing on stone walls.
- Spiral staircase rotting away.
- Beacon still shines some nights even though no one tend it.
- Iaineivša and Ašvieniai sometimes stay here.

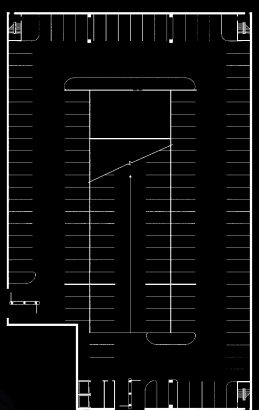
Lighthouse Museum

- Small fee to enter the building.
- Tiny lighthouse figurines for sale.
- Display boards with the history of the building.
- Was the site of a macabre series of murders.
- Shadowy figure in the lantern room.

Automated Lighthouse

- State of the art and fully automated.
- Stands alone on an island without any other buildings.
- A technician comes by once every four months to do maintenance.
- At night the view from the light looks out over Metropolis, it is now possible to enter the Eternal City by climbing down the side of the lighthouse.

60



Downtown Parking Garage

- Top floor is inaccessible, but loud banging sounds can be heard.
- Painted arrows have faded.
- A constant drip from the ceiling.
- Dark shadowy corners.
- Open 24 hours.
- Rusted van with flat tires in dark corner.

Grocery Store Parking Lot

- Carts overturned.
- Dumpsters that smell like death.
- Broken glass shards.
- A car filled with junk that's been parked there forever.
- Lights flicker on and off.
- Someone tries to break into a car.

Ruined Parking Garage

- Concrete has cracked, and large pot holes opens up to the floors below.
- Piles of debris and concrete.
- Rusted car wrecks.
- Metal doors hangs tired upon their hinges.
- Silent dripping along the walls.

61

Tourist District

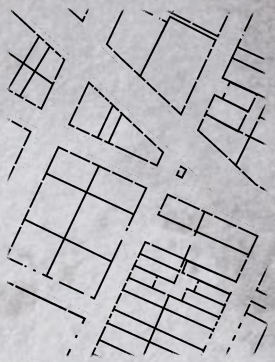
- Incessant traffic noise.
- Neon lights, billboards, and lots of people.
- It's hot and moist - clothes stick to the skin.
- Mobile kitchens offer local food.
- Restaurants, bars, hostels, and souvenir shops.
- Pedicab drivers hand out leaflets for Gentlemen's Clubs.
- Internet café with exceptionally poor reception.

Bad Part of Town

- Run down buildings covered in graffiti.
- Seedy bars and pool halls.
- Gangs hang out in the street corners.
- Beats and lights come from a strip club.
- Neighborhood stores sell dick pills.
- A homeless person begs for money.
- Sex workers sells services in a car park.

Center City

- Crowded streets and sidewalks.
- Taxi cabs everywhere.
- Mix of tourists and fashion-conscious locals.
- Ethnic food, vintage stores, high-end fashion boutiques, and special interest shops.
- Panhandlers and buskers hang out on the street corners.
- Fundraisers and scam artists compete for people's attention.



62

Meatpacking Plant Exterior

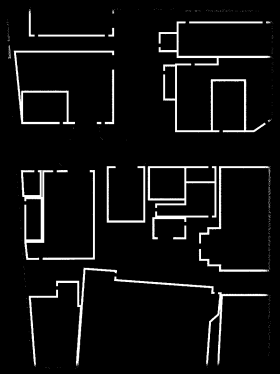
- Sounds of circular saws and low-pitched grinding can be heard day and night.
- Faint smell of rot and mold flows through the alleyway.
- All windows covered in thick steel bars.
- Windows on the bottom floor are frosted and dirty.
- Vegan activists hiding in one of the parked cars, filming the plant.

Side Street

- Small businesses: hairdresser, pizza and kebab restaurant, tobacco and newspapers kiosk, flower shop, bodega.
- Apartments on the upper floors.
- Alley stinks from overflowing garbage cans.
- Graffiti suggests a battle between fascist and anarchist gangs.

Bad Neighbourhood

- Kids on the lookout on every corner.
- Burn barrels are natural gathering points.
- A stereo is playing loud music; a drugged young man dances ecstatically.
- A burned-out sedan.
- Open apartment windows allow the sounds of an argument to flow onto the street.
- Stairwell is full of graffiti.



63

Pedestrian Underpass

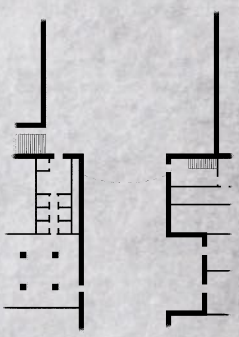
- Subject of multiple urban legends among local youth.
- Maintenance area filled with old rotten pallets.
- Popular spot for drunks.
- Stench of old urine.
- Broken bottles and crushed beer cans.

Local Cult Hideout

- Eerily quiet.
- No sign of graffiti or litter.
- Symbol is scratched on the metal door.
- Guarded by cultists in hoodies and workout clothes.
- Faint smell of incense lingers in tunnel.
- Nachtkäfer crawl in the dark corners.

Borderland to Inferno

- Faint weeping and cries for help from the sewer grates.
- A dark, steady rumble softly fills the air.
- The walls themselves emit heat and some stones are too hot to touch.
- A stench of burned flesh lingers in the air.
- Lights are broken or flickering.



64

Old Subway

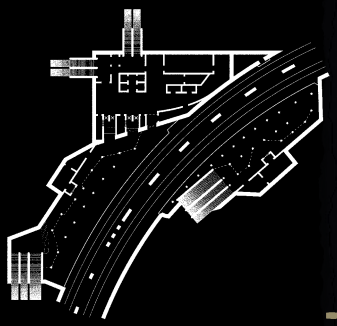
- Rats the size of small dogs.
- Garish red and green tiled walls.
- Suicide prevention posters.
- Incomprehensible announcements over speakers.
- Small bones scattered around the tracks.
- Smell of urine from tunnels.

Isolated Railway Station

- Trains shudder by without stopping.
- Waiting room is locked and dark.
- Child's shoe on the track.
- Crumbling, treacherous steps down to street level.
- Ticket barrier jammed shut.
- Lost child looking for parent. Is it really just a child?

Mole People Hideout

- Rubble and garbage scattered along railway tracks.
- Pungent stench of unwashed bodies and raw sewage.
- Cracked concrete walls covered in layers of soot and graffiti.
- Homeless people huddle around trash can fires.
- Heroin addict mutters about cannibal cults that hide in the depths below.



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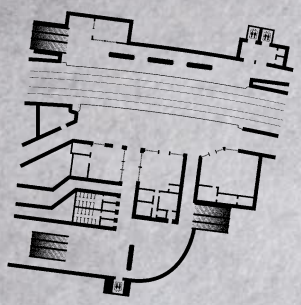

Modern Subway

- Massive LED screen with advertisement for sleeping pills and cellphones.
- Sweltering crush of passengers.
- Map showing local attractions.
- Homeless person offering to read fortunes for spare change.
- Self-important and aggressive security guards.

Airport Car Rental

- Acoustics carry sounds for hundreds of meters.
- Discreet shrine to St. Christopher, patron of travelers.
- Line upon line of black cars shining like insect carapaces.
- Nauseating smell of petrol.

Recently Renovated Station

- Public art installation.
- Elaborately designed benches in bright colours; uncomfortable to sit in, impossible to sleep on.
- Convenience store with high frequency sound emitter to deter loitering youth.
- Sliding glass panels prevent access to the subway tracks.
- Constant automated warnings to look out for pick-pockets.

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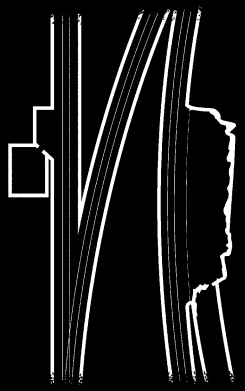

Disturbing Man Cave

- Maintenance area barred with high-end padlock.
- Inside walls are covered with pin-ups; a stack of damp and thumbed-through porn magazines next to a well-worn chair.
- Old CRT TV with VCR attached, containing snuff and bestiality movies.
- Air is pungent with body odor, concrete floors have numerous stains.
- Deafening roar when trains pass by.

Locked-Down Subway Station

- End station in upscale area, closed 15 years ago due to nearby residents feeling "unsafe".
- Popular with urban explorers, geocachers and graffiti artists.
- Tracks are rusted and old advertisements are stored along the railway tracks.
- Echoes of braking trains travel through the tunnels, resembling distant, tortured wails.
- Old electrical cabinet with faulty wires; the wires are still live.

Maintenance Area Shelter

- Blankets, candy bar wrappers and pillows indicate that the maintenance area has been used as sleeping quarters.
- Faint smell of urine and feces.
- Old vodka bottle, half-filled with clear liquid.
- Syringe filled with brown sludge wrapped in dirty parchment paper.
- Drops of dried blood along the floor.

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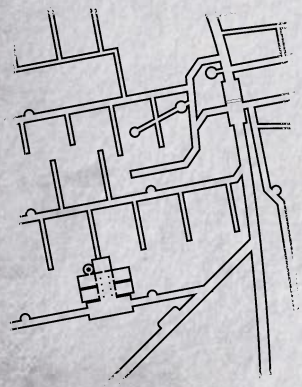


Sewer System

- Large round channels made of brick.
- A strange green light at the end of a tunnel.
- Ankle-deep standing water that stinks.
- Rats scurry away.
- Is that a body floating there in the water?
- Banging signals on the pipes.
- Strange howls and moans further down a tunnel, from a cairath on the hunt.

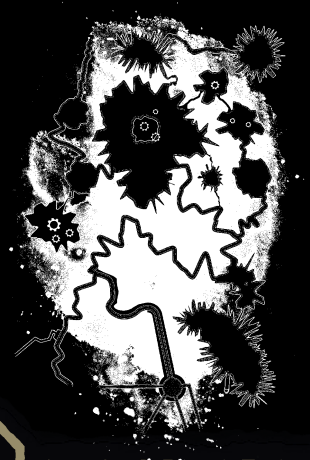
Home of the Outcasts

- Graffiti immortalizing 'class of 1972'.
- Exposed piping and steam valves.
- Fairy lights strung along the damp walls.
- Junkies have built up small shacks where they sleep.
- Children of the Night have made their home in an old bomb shelter.
- Toothless homeless man gathers trash from the storm drains.

Somewhere Deep, Deep, Down

- Concrete walls dripping with moisture.
- A thin layer of mist.
- Graffitis in Coptic spell out prayers to "She Who Waits Below".
- A small shrine is raised to a murdered saint.
- Ghostly light cast from an azadaevae with a lantern.
- Tunnel that leads down towards the city of Ktonor.
- Blind cultists walk in procession downwards.

68



Subterranean Lake

- Wet, slippery caves.
- Water is remarkably warm.
- Lake has large, pale, blind, and omnivorous fish.
- Remnants of strange machinery can be seen on the bottom.
- Bacteria that causes a disturbing skin condition and hallucinations.

Ice Caves

- High walls of glacial blue ice stretching up endlessly.
- Strange shapes, like deformed shadows, frozen into the ice.
- Cracking and singing as the ice shifts.
- Man-made tunnel, half-destroyed.
- Gargantuan black shadow moving beneath the ice floor.

Dense Mangrove Swamp

- Knee-deep brownish water.
- Heavy fog all around.
- Twisted black roots from the massive trees.
- Travelers' feet sink deep into the sucking mud.
- Stench of rot.
- Something slithers past at knee height.

69

Cargo Harbor

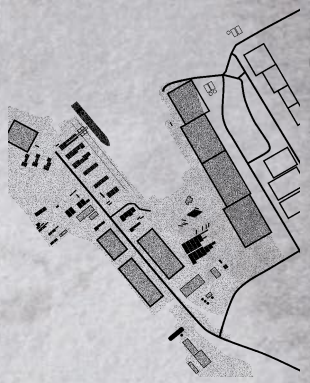
- Rows with massive shipping containers.
- Rusted cargo ship with Tagalog writing.
- Heavy gates open into the warehouses.
- Parked car looks shiny and new.
- Man is walking his dog in the distance.
- Sound of welding echoes from a nearby shipping container.
- A one-armed man smokes in the office.

Shipyard

- Relentless winds blow; waves crash against the pilings.
- The ground is slick and wet.
- Seagulls squawking.
- Large warehouses for ship assembly with countless places to hide.
- A windowless government building.
- Security guards patrolling in car.

Ghostly Harbor

- The milk-white mist lies thick on the water.
- Smells of salt water, rust, and engine oil.
- A foghorn can be heard in the distance.
- The shipping containers, crane, and buildings are dark silhouettes in the fog.
- Clanging, as if someone is ringing a bell.
- Sound of someone running, bare feet against asphalt.



70

Ferry Port

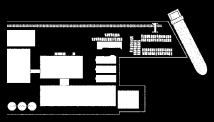
- Waiting rooms full of luggage and weary travelers.
- Safety notices in multiple languages.
- Cargo crates awaiting loading.
- Unpleasant mingling of salt water and diesel fumes.
- Cracked, slimy paving slabs underfoot.

Marina

- Algae-choked water.
- One-eyed, ill-tempered, tortoiseshell cat.
- Screeching sea birds overhead.
- Closed refreshment kiosks.
- Ominously quiet clubhouse.
- Half-submerged yacht, the scuttled "Victoria".

Harbor in a Developing Country

- People and dogs everywhere.
- Crates, loading machines, and luggage turns the harbour into a maze.
- A badly bleeding man asks for cigarettes.
- Large ships have a honking contest, everyone is laughing.
- A crate of nuts and fruit bursts open on the pavement; children swarm hoping for a snack.



71

Abandoned Concrete Factory

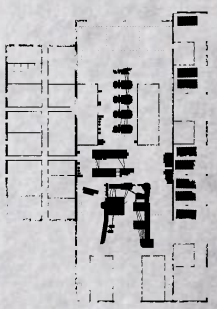
- Floor caved in.
- A layer of concrete dust everywhere.
- Drug paraphernalia litters the floor.
- Standing water in puddles.
- Moss growing on the walls.
- Homeless kid sleeps beneath newspapers and a tarp.

Deserted Toy Factory

- Extensive fire damage.
- Heavy old machinery and assembly line workbenches.
- A cart full of doll heads.
- Bright cheery mural on the wall, now faded and dirty.
- The Nightingale of the City dwells here with its lover, a South Korean model, teaching him the Arts of Passion and Dream.

Jackal Hideout

- Derelict chemical plant, exactly as dangerous as expected.
- Signs declare "Danger!" "Keep out!".
- Rusted tank still contains highly corrosive fluid.
- Occult symbols painted on walls.
- Dirty mattresses spread out in the offices for the Jackals.
- Stains of blood on the concrete floor.
- Open shafts to flooded basement.
- Victims kept in a cage to be eaten, tortured, initiated, or some combination.



72

Lumber Mill

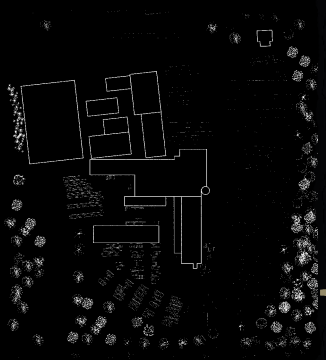
- Large spinning blades.
- Massive crane for moving lumber.
- Stacks of trees awaiting their fate.
- Black smoke pumping out of the factory.
- An axe sticking out of a stump.
- Cans of gasoline against the wall.

Junkyard

- Rows of rusting, lifeless old cars stacked three vehicles high.
- A discarded wheelbarrow full of spare parts.
- Old-timey radio is playing from somewhere.
- Weeds growing through the cars.
- Stench of rot from the trunk of a car.

Criminal Front

- No machines are running, and the parking lot is almost empty.
- Rows with massive freight containers.
- Office building seems uninhabited except for two offices on the first floor.
- Chainsaw left on the kitchen floor.
- A family of foxes lives in a rusted car.



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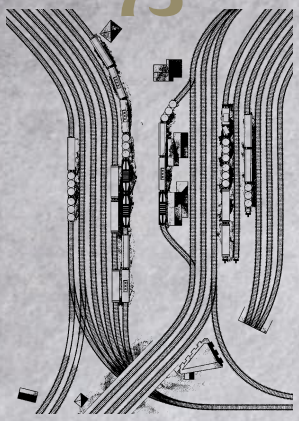


Abandoned Rail Yard

- A rusted train car tipped on its side.
- Boarded up tower.
- Many tracks disconnected or unfinished.
- Homeless people living in unused containers.
- Heavy fog.

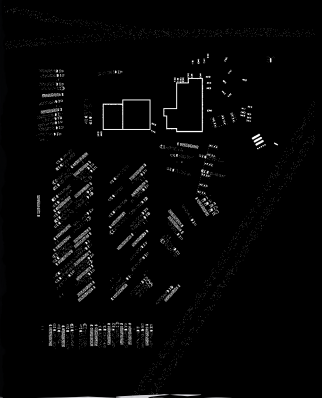
Bustling Rail Yard

- Noise of trains coming and going at all hours.
- Many cars wait for repairs in the maintenance yard.
- Surrounded by farmland.
- Sometimes workers vanish without a trace.

The Order

- A burning barrel and a shivering guard are the only indications something is here.
- Members speak at a shout and kiss each other on the mouths to punctuate their sentences.
- Screeching noises from a disused container.
- A young and inexperienced Madness magician holds court in the signalman's house.

74



Highway Truck Stop

- Truck drivers asleep in their cabs.
- Smell of petrol and hot asphalt.
- Fast food joint with flickering lights.
- A large rooster painted on the side of the convenience store.
- Lot lizards walk between the trucks.

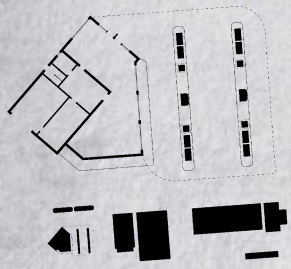
School Bus Barn

- Dozens of yellow school buses parked in rows.
- A heavy fog settles over the grounds.
- A loud beep coming from... somewhere.
- Thick chains on the gate.
- One bus with doors wide open.

Deserted Truck Junkyard

- Chain with padlock and fence with holes.
- "Beware of da dog!" sign.
- Trucks and cars are stapled and oriented in neat rows.
- A man on a trike rides past with his happy dog on his lap.
- Man in camo clothes drinks a beer.

75



Hip Gas Station

- Electric car charging station.
- Solar panels on top of the building.
- Organic fresh fruits and veggies for sale inside.
- Crisp air from effective AC.
- Young, handsome people in clean uniforms.
- Retina scanners at the door to the staff room.

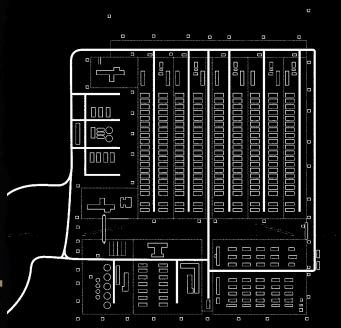
Seedy Gas Station

- Stinks of engine oil, sweat, and gasoline.
- The restroom toilets are clogged.
- The ground outside is littered with broken glass, greasy fast food wrappings, used condoms, and tampons.
- Many food items for sale are expired.
- Boarded up car wash.
- Rank smell coming from the dumpster.

Gas and Burgers

- Busy even after nightfall.
- Waitresses in cute vintage clothes.
- Burgers are named after cities.
- Neon lights and pastel colored tables.
- Vending machine outside with weird candy.

76



Prison Camp

- Electric fences and barbed wire.
- Guard towers with floodlights.
- Surveillance drones with facial recognition.
- Solitary confinement cells where guards have their fun.
- Secret tunnel runs underneath.
- Cigarettes are the currency of choice.

Refugee Camp

- Rows of "temporary" tents that house families for years.
- Lack of sanitation and leaking septic tanks.
- Dogs and children everywhere.
- Old people with sad, desperate eyes.
- Observers from the UN taking notes.
- A resident pushes a note into a character's hand.

Military Base

- Rows of barracks full of soldiers.
- High fences and guard towers with machine guns.
- Trains offload equipment and personnel.
- Loud-mouthed drill sergeants.
- Rumored underground lab facilities.

77

Campsite

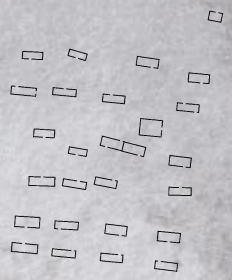
- RV parking and tent camping available.
- Communal barbecue area with picnic tables.
- A long wait at the public bathrooms.
- Burn ban in effect.
- Park ranger's smile is too wide.

Trailer Park

- Trailers painted in garish pastels.
- Wilted plants in desperate need of watering.
- A broken tricycle in the street.
- National flags waving proudly from many of the trailers.
- A cranky woman smokes and stares.

Summer Camp

- Old cabins with bunk beds, one of them is boarded up.
- Kids running down to the lake to take a swim.
- A creepy camp counselor with binoculars around his neck.
- Greasy BBQ is served outside.
- Suspicious glances; a kid is covering up his bruises.



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Explosion Site

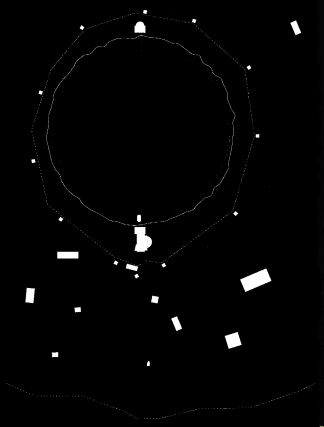
- Shimmering heat haze in crater.
- Military personnel guarding perimeter.
- Causes pressure headache in visitors.
- Occasional glimpses of a black stone city that isn't there.
- A feral humanoid scurrying between buildings.

Archaeological Dig Site

- Muddy pits.
- Precarious bridge over main pit.
- Air-conditioned trailer full of pottery shards.
- Staff trailer, muddy but coffee always brewing.
- Half-unearthed spiral pathway leading into dig site.

Military Research Facility

- Everyone keeps away from the crater.
- Security wears black patches without unit insignias.
- Guard dogs whimper anxiously, seem to want to escape.
- Some of the personnel have heavy Austrian accents.
- An object wrapped in plastic has been dumped in the middle of a field.



79

Archeological Dig Site

- The only entrance is through a hole in the ceiling.
- Everything is covered by a thin layer of dust and sand.
- Crates packed with archeological tools and artifacts.
- Lights and investigative equipment sit unpacked from large plastic cases.
- Fluorescent work lights shine in one of the rooms.
- In a hidden alcove sits a crown of razor-wire and a silver chalice, filled to the brim with a black, viscous fluid.

Frozen Purgatory

- The rusted iron walls, ceilings, and floors, are covered with a thin layer of ice.
- It is absolutely freezing cold.
- Frigid winds howl through thin cracks in the walls.
- Dark stains show where flesh adhered to the cold metal, then was mercilessly ripped off by unseen tormentors.
- The prisoner in the purgatory is completely naked with part of their skin missing.

Nightmare Realm

- Everything is made of plastic.
- Brightly colors in turquoise and magenta.
- Yellow pus oozes from cracks.
- Sweet perfume fails to hide a putrid stench.
- Inhabited by black-eyed toddlers with sharp claws and teeth. They wish to play and breastfeed.
- Sometimes Mommy comes home, then the children hide.

80

Ruined Basement

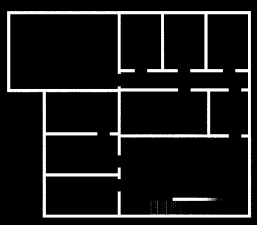
- Strong smell of charred wood and burned plastic.
- There is no electricity.
- Holes in the floor above, where some light from outside shines through.
- Pools of black, sooty water on the floor.
- Everything is covered in ash.
- Something brand new shines among the ruin.

Siren Cult Hideout

- Runaway girls live here.
- Laptop with webcam to stay in contact with cult and lure victims.
- Doors to the sacrificial rooms are locked, but the smell of blood drifts through the hideout.
- Printed pictures of pedophiles and rapists tacked to dartboards and kitchen cupboards.
- Stuffed animal and family photo hidden beneath pillow.
- Nervous girl with sharpened knives; it will be her first time.

Serial Killer's Secondary Location

- Heavy locks on the basement door.
- Papers scattered on the floor.
- A fireman's jacket and boots hangs beside a police uniform on the wall.
- Adult playing cards; the eyes and genitalia have been slashed and cut out.
- A flashlight with red stains on the handle.
- Medical journals in a pile.
- A dog crate, there is no dog anywhere to be found.



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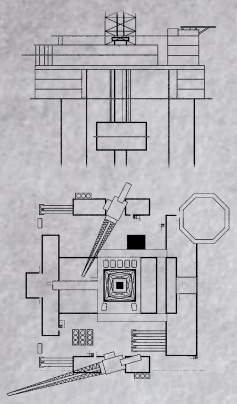


Research Platform

- The smell of petroleum hangs in the air.
- Soldiers in all-weather gear.
- Men in orange suits unload a large crate from a helicopter.
- Everyone seems to be in a hurry.
- A researcher drops his keycard.
- Searchlights bathe the dark waves beneath in light.

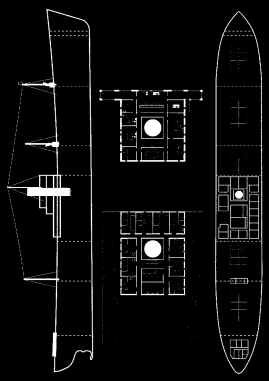
Rooftop Construction Site

- Tower cranes with keys in ignition.
- Exposed rebar on unfinished surface.
- At least thirty stories high.
- Piles of steel beams and cement blocks.
- Windy and cold.
- Pieces of the security railing are missing.

Dream World of the Child Collector

- An eternal, nocturnal, waterfront.
- Stench of salt water and rust.
- Sluggish waves carry litter and bloated fish beneath the platform.
- A music box plays in the distance.
- Exhausted and starving children are locked inside the cold and dark rooms.

82



Cruise Ship

- Stately first-class rooms with ocean view.
- Deck 3 not accessible to guests.
- Friendly cruise director who constantly wears a headset.
- All-you-can-drink package sold separately.
- Hot tub on the top deck, open to the sky.

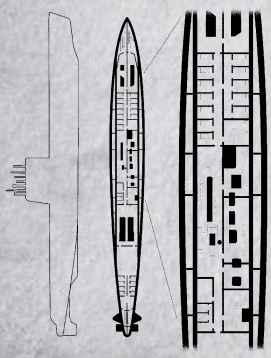
Retired Naval Ship

- Waterlogged old equipment, seems there was a leak.
- Expired rations in the galley.
- Rooms look like people left in a hurry.
- A single red light is still blinking in the engine room.

Scuttled Ship

- Eerily silent, smelling of ozone.
- Notes on "unified field theory" scrawled on the wall.
- Only one cargo container, broken and covered with occult symbols.
- Corpses partially dissolved and merged with the hull.
- Looks like something got out of one of the locked rooms.

83



Military Submarine

- Lights and panels blink on every wall.
- The air is thick and every breath is a struggle.
- Cramped corridors and metallic bulkhead doors.
- A metallic sound comes from one of the bunks.
- The periscope is damaged.
- Strange echo on the sonar.

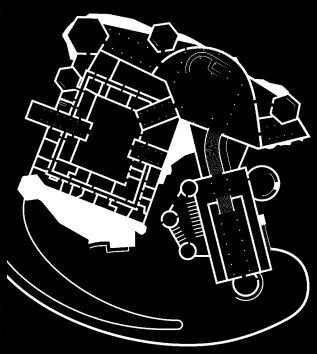
Civilian Tourist Submarine

- Luxury undersea adventure tours.
- Cramped but high-end cabins.
- Several large portholes for sightseeing.
- Champagne and caviar on the menu.
- The captain seems nervous and irritated.

Submarine Wreck in Metropolis

- Large tear in hull.
- Covered in seaweed and clams.
- Corroded metal surfaces.
- Exposed nuclear warhead.
- Feral remains of the crew dwell within.
- Idol of a strange entity in the engine room.

84



Central European Hostel

- Sombre grey stone walls and lead-plated roofs.
- Sparse, white-painted hostel rooms with creaky bunk beds.
- Quaint café, gift shop, and carefully curated museum of local history.
- Medieval cellar is off limits due to "risk of collapse"; contains small cells with stainless steel doors, laboratory, operating theater and crematory oven.

Living History Museum

- Suite of rooms with antique furniture, marked with "no sitting" signs.
- Bored museum guide in renaissance outfit scrolling on smartphone.
- 19th century replicas of medieval weapons and armor.
- Threadbare tapestries and hunting trophies on walls.
- Cellars contain museum of torture, with an iron maiden, racks, Judas cradle and other devices, as well as illustrations of their use.

Noble Family Estate

- Furnishings are well-kept; a mix of Art Nouveau, Gothic Revival and Rococo styles.
- Electric heaters can't keep the raw cold away.
- Plumbing and home wiring hasn't been renovated for the last 50 years .
- Women in French maid outfits; they don't speak to guests.
- No Wi-Fi.
- Top floor is off limits; an insane member of the family has been kept boarded up in one of the rooms for the last 20 years.

85

Sewer Labyrinth

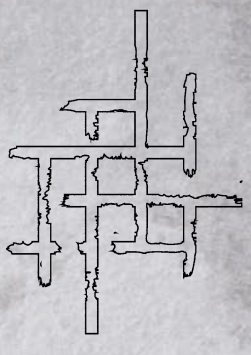
- Crumbling brick walls.
- Ankle-deep sewage water.
- Leaking pipes in the ceiling.
- Broken CCTV cams on the walls.
- Scrawled on a wall: "This is only in your mind".
- Human corpse dressed in business suit, crawling with rats.

Catacombs

- Dank and chilly, with vaulted ceilings.
- Roughly hewn stone walls painted with fading murals.
- Niches hold dust, shadows, and moldering bones.
- Eerily silent, except for strange echoes and the sound of dripping water.
- A broken bodycam lies in the dust in the middle of one corridor, smeared with blood and hair.

Borderland of Metropolis

- The buildings are impossibly tall and in complete ruin.
- Echos of clanking metal along the dark streets.
- A 20-year-old newspaper blows along the road.
- Broken cement, bricks, and other rubble block the path.
- Pale humans stand over something further up the street.
- An old police car lies on its side.



86

18th Century Palace

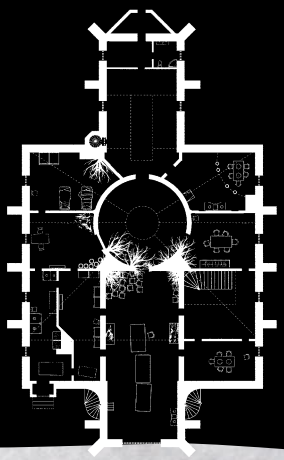
- Stately building of a bygone age covered in vines.
- Old chandelier covered in cobwebs.
- Mirrored ballroom that reflects itself infinitely.
- Gilded sconces, door handles, and other features.
- Tree roots erupting through ground floor.

Edge of Reality

- Stately home lies in ruins after a bombing.
- Scorched, blackened walls.
- Doorways lead to a black city beneath a dead sky.
- Walls bleed viscous black fluid.
- Many-eyed, snarling angels watch and beckon from corners.

The Flooded Castle

- A once luxurious palace.
- Water runs along the walls.
- Ankle-deep water with floating pages from a journal.
- A biological wall turns out to be snails.
- An arcane circle pulsates beneath the water surface.



87

Affordable Youth Hostel

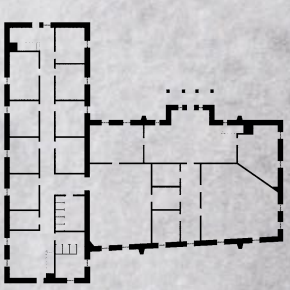
- Cheerful, outdated colours.
- Battered and worn furniture.
- Flyers for clubs and pubs.
- Small kitchen with 13 kinds of tea but no milk.
- Retro arcade games in lobby.
- City guide books with pages marked.

Corporate Retreat Hotel

- Converted Victorian country house.
- Ancestral portraits gaze from high on walls.
- Overgrown gardens.
- Hedges rustle and tap against windows.
- Several rooms locked from the inside.
- There is a bog nearby; the wind sometimes blows the stench over the grounds.

Sex Club

- Smell of strong perfume.
- Everything is red and gold.
- Slow, droning music.
- Sound of sex muffled but present everywhere.
- Bottles of lubrication and condoms in bowls.
- Cocaine left on a table.
- An open wardrobe reveals an assortment of sex toys.



88

Ruined Bunker

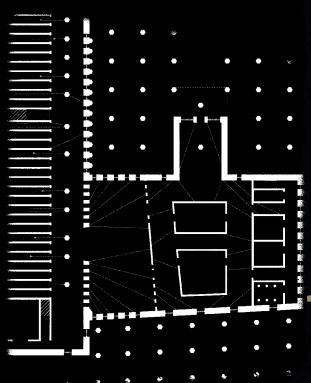
- Posters advertising outdated survival media like "Protect and Survive" and "Duck and Cover".
- Doors rotted off hinges.
- Walls cracked and collapsing.
- Slept-in beds, rotted remains of meals.
- Post-apocalyptic landscape painted on wall.
- A message is repeated again and again on a crackling intercom system.

The Dream World of Contagion and Doom

- Labyrinth of squalid hospital wards, culverts, morgues, and padded cells.
- Feral humans with bloodstained jaws crawl on stained mattresses.
- An unseen child crying for mommy.
- Barbed wire stretched across windows and atop walls.
- A sadistic "doctor" walks around taking samples from the "patients".
- Creepy forms lurk behind dirty, plastic curtains.

Throneworld of a Murder Sect

- Sounds of love slowly evolve into choking, dying groans.
- A man in a suit, but you can't look directly at him.
- Chains come alive and tangle around those who walk by.
- Cut and skinned bodies lie in their own blood.
- A young child giggles in delight as her mother trepans her.
- Someone starts a chainsaw; screams follow.



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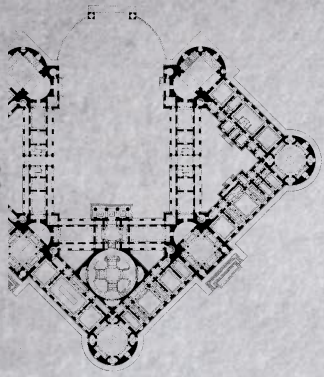


Art Museum

- Old grey building, in need of renovation.
- Echoing halls with worn red carpets.
- Religious paintings and marble statues.
- Solemn atmosphere and dim lights.
- A security guard watches your every move.
- One wing closed for renovations.

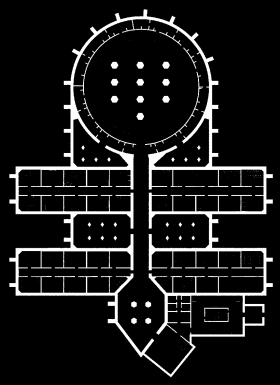
Old Boarding School

- Well-kept grounds with perfectly manicured hedges.
- Dusty black chalkboards.
- Courtyard with a fountain.
- Old instruments for corporal punishment locked away in a closet.
- Strange collection of anatomically defect fetuses in jars.

Mental Hospital

- Building dates from the 19th century.
- Moaning and crying heard throughout the building.
- Patients allowed to roam freely.
- The stone floor is worn and has cracks everywhere.
- Is no one cleaning up here?
- A table covered in plastic bottles filled with yellow liquid.

90



One of the 7777 Temples in Metropolis

- Dark corridors made of blackened glass.
- Burned out candles; ordinary fire will not light them.
- In sarcophagi of rusted copper lie the last children of a dead race.
- Beneath 10 basalt pillars lies a god fettered in eternal torment.
- Footprints in the dust from a prior guest.

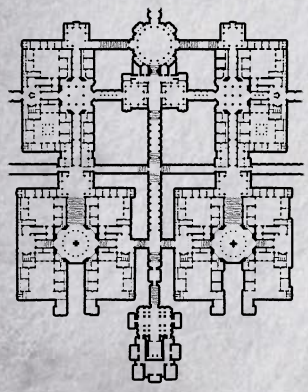
Pantheon of the Entities

- Massive walls of some unknown mineral.
- Impossibly high arches, under which eternal fires burn.
- A faint smell of electricity floats through the air.
- The chanting of forgotten melodies echoes through the halls.
- Reflections in the walls that move by themselves.
- Statues of entities representing the Principles.

Secret Lab of the Liljenberg Institute

- White walls and a smell of antiseptic in the air.
- Cells where patients are kept and observed.
- Stainless steel operating tables.
- Medical cabinet, syringes, and lobotomy equipment.
- Tidy orderlies with batons and stun guns.
- Hidden cameras all connected to observation rooms.

91



Beneath the Ruins of Metropolis

- Pitch black darkness.
- Walls and floor made of black iron.
- Cold and damp.
- Defaced reliefs of triumphant gods trampling their victims.
- The far-off sound of squeaking metal cuts through the silence.

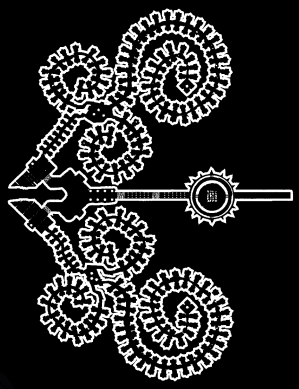
Chambers of Jōkō Sakai

- Endless orgy of twisted bodies covered in sweat and oil.
- Moans and screaming.
- Rice paper walls and strange shadows behind them.
- Floor strewn with pieces of jade belonging to some strange game.
- Overwhelming smell of warm bodily fluids and sickly sweet opium incense.
- Rooms with steaming baths.

Inside the Citadel of Kether

- Lonely candles burn in small alcoves.
- Winds carry swirls of ash through the basalt corridors.
- Veiled acrotides sacrifice steaming flesh on a steel altar.
- Spiral stairs lead endlessly upwards.
- The sound of a great machine below.
- An angel of the Chayot Ha Kodesh rests in a sarcophagus.
- A natural hierarchy is formed among everyone that enters here.

92



Catacombs in Inferno

- Echoing hymns and chants mix with panicked screams.
- The smell of blood, engine oil and incense.
- Small cells filled with razor sharp edges and cruel hooks.
- A surgical theater where a victim is tied to obscene torture machinery.
- Nepharite augur tries to scry the mystery of time in the intestines of an infant.

Kthonor Birth Chambers

- Labyrinth of verdigrised copper walls.
- Sulfurous fog oozes under doorways.
- Stench of centuries of human waste.
- Lobotomised humans hooked up to feed and waste tubes.
- Needle-limbed Keepers harvest eggs, sperm, and embryos.

Black Oubliettes

- Walls, floors, and ceiling of black stone.
- Doors of black iron that can only be opened with the right set of keys.
- Echoing cries from one of the cells, or perhaps all of them.
- Acrotides in black shrouds drift silently through the halls.
- When touching one of the doors a memory manifests in the air in front of you, then it is forever gone.

93

Entrance of a Fallen Archon's Citadel

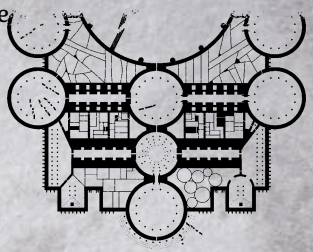
- The ceiling disappears into shadow.
- Red-tinted mirror walls show no reflection.
- Stepping on a pressure plate reveals a secret door.
- Pillars with indents you could climb.
- Red plant life grows across the walls.
- A sudden chime from a bell is heard.
- A mourning servant hides in a dark room.

Castle of the Dream Princess

- Rococo-style castle that follows a strange dream logic.
- Ghostly moonlight shines in through high windows.
- Strange creatures swirl around in a decadent masquerade ball.
- Rose petals flow like water over the floor and dance in the air.
- The walls fold slowly and they become the floor.
- Haunting music echoes through the mirrored chambers.

Machine Palace

- A dark sky, high above.
- Tubes, wires, and machinery form a hypnotic pattern on the walls.
- The air is filled with fine dust, almost like black fog.
- Stench of chemicals, oil, and metal.
- Shimmering light comes from cloning vats filled with humanoid shapes.
- A metallic tube suddenly emerges from the darkness above.



94

The Citadel of Glass

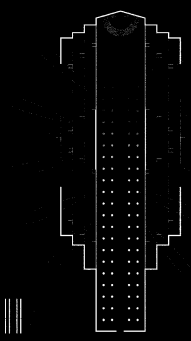
- Blinding light spills from high windows, burning the eyes of any intruder.
- Defaced glass statues of angelic beings.
- Mosaics of peeling gold and once-radiant hues depict chained divinities.
- A pendulum that reaches heaven slowly swings through the central chamber.
- When you sit on one of the thrones, you may come into contact with the Archon Malkuth.

Chamber of the Nepharite Autocrats

- A black sun burns in the sky.
- Two cloaked nepharites sit on thrones of basalt.
- An endless stream of naked and tortured victims are led in a line to the thrones.
- Sacred words are spoken and after the judgement, the victim flows up into the air and into the black sun.
- Some are chosen to be the servants of Inferno and are led away.

The Lictor's Sanctum

- A great hall between the worlds.
- Large dogs sitting on guard in front of the thrones.
- Naked human slaves, only allowed to walk on their knees, serve any guest.
- A mad angel crawls, flies, and hides between the pillars.
- An eerie, never-ending hymn can be faintly perceived.
- The grotesque lictor hides from his responsibilities.



95

Gaian Hive

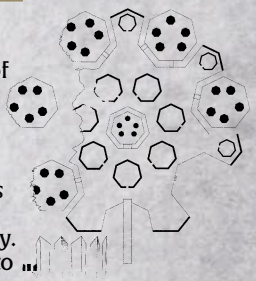
- Air is pungent with the smell of honey, blood, and rot.
- Structures of smooth, matte, sticky substance; wax-like but remarkably sturdy.
- Bodies stuck to walls, their eyes sockets empty, maggot-like creatures devour them from inside.
- Strange insectoid creatures with buzzing wings vomit nectar into ornate bowls.
- Ornate, primal oracle sits on throne and stares into time and space.

Metropolitan Vaults

- Titanic basalt towers reach towards the sky.
- A slow snowfall of ash from dark clouds.
- Murder of Erinyes circles around one of the towers.
- Gates of ornate black metal that only can be opened by a human with the right soul.
- Treasure from destroyed worlds are kept in echoing halls.
- Magistrate servant lies sleeping, waiting for the Old Gods to return.

Sacrificial Chamber of Nahemoth

- Heptagonal towers filled with the decomposing corpses of humanity that copulate in passion of the end of the physical world.
- Suffocating smog and millions of flies.
- Cracked screens showing vistas of burnt out small towns, empty skyscrapers wrapped in kudzu, cities half-swallowed by the oceans and burning forests beneath an ashen sky.
- The black sky is alive and threatens to devour any visitor.
- On the central altar sits a skull with silver teeth.



96

Infernal Torture Hall

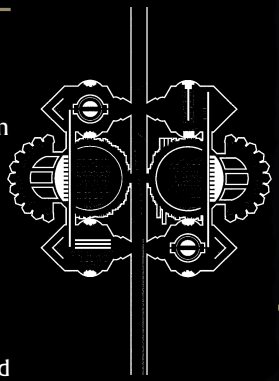
- Corroded metal, sharp obsidian, and deep shadows.
- The deafening noise of screaming metal, rumbling machinery and shrieks of anguish.
- Swollen corpses, connected with thick power cables, crackling with black lightning.
- The stench of opened graves mixes with ozone and charred flesh.
- Flesh is cut up, sorted, and ground down by creatures in biomechanical masks.

Subterranean Machine Halls

- Dark echoing halls where all sounds are multiplied.
- All light sources seem strangely dim.
- Machines, cables, and trolleys with strangely sharp corners.
- Grease, oil pits, shafts, and steel wires makes movement hazardous.
- Oily water drips from somwhere above.
- A clicking noise echoes, moving closer.

Library of the Dream Prince Friedrich Köpfel

- White marble walls and domed ceilings.
- Priceless statues and classical art line the walls.
- A shimmering light that comes from nowhere.
- Impossibly high bookshelves that contain books, scrolls, and tablets, bursting with knowledge from countless realities.
- Servants in golden masks and vermillion robes float in the air like ghosts.
- In human-sized golden spheres, new inhabitants of the dream world take shape.



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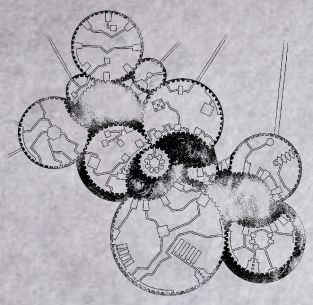


The Churning Labyrinth

- A maze of roaring cogs and wheels, turning perpetually without aim.
- The cacophony is deafening, the air filled with noxious vapors and reeking of oil and burned metal.
- The tunnels are choked with layers upon greasy layers of ash and soot; floors are slick with a rusty brown corrosive sludge.
- Machinery served by angelic beings; their wings are amputated, their limbs replaced with sharp, serrated mechanical tools.

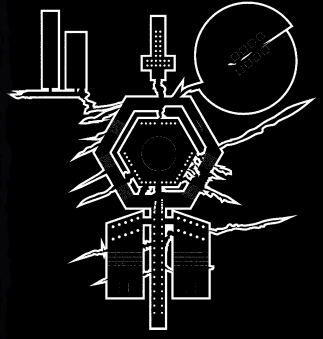
Stygian Meat Grinder

- Overpowering stench of raw meat and putrid blood.
- Razor-sharp rusted corners, walls lined with barbed wire and protruding spikes.
- The sound of crunching bones and tearing gristle.
- Skinless zeloths prowl the halls, feasting on offal.
- Floors are slick with gore and body fluids.

Broken Celestial Clockwork Beyond Time

- Dusty brass halls with creaking gears, moving in impossible directions.
- Large pendulums swing erratically.
- Distortions of time, rapid aging, and time loops. Encounters with people long gone or who never existed.
- Memory lapses; people cannot recall their actions.
- Faint smell of metal and dust.
- Echoes of creaking gears, constant erratic ticking, and trickling sand.

98



Nuclear Power Plant

- Blue light glows at the bottom of the reactor pool.
- Central control room with hundreds of flashing panels and instruments.
- Long underground tunnels, blast-proof.
- Steam sprays out from a leaking pipe in the corridor; an alarm sounds.
- Yellow barrels marked with the radioactivity symbol.
- An abandoned Geiger counter on the floor.

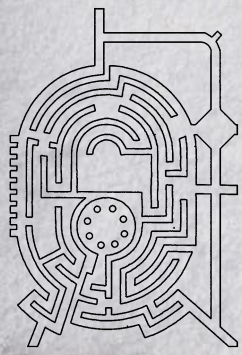
Underground Laboratory

- Exposed wires emitting sparks.
- Klaxon alarm sounding.
- People in hazmat suits running in panic, one carries a flamethrower.
- Glass tanks holding unidentifiable creatures suspended in liquid.
- Scientist in lab coat blows out her own brain with a pistol.
- Holographic screens flickering madly.

Underground Temple

- It's so dry that a visitor's mouth feels as though it's full of sand.
- Light comes from candles in alcoves.
- Symbols, cut into the stone walls; the edges are razor-sharp.
- Black roots press down through the ceiling and cover the walls like a web.
- Sound of breathing is coming from the central chamber.
- Pillars covered in faces that seem to observe visitors.

99



Labyrinth in Gaia

- A strange twilight glow comes from far above.
- Hedge walls growing sharp thorns.
- The air is filled with pollen and fireflies.
- Remnants of an overgrown, ancient structure.
- A sleeping god encapsulated in a pulsating cocoon.

Military Experiment Site

- Strange black mold and mycelium threads cling to the concrete walls.
- Old warning signs written in Russian.
- Heavy metal doors covered in rust, nearly impossible to open.
- The sound of something moving further up ahead.
- What looks to be an overgrown lab.

Razide Creation Chamber

- Twisting corridors of iron, drenched in brackish water.
- Basins of putrefied bodies and slabs of flesh.
- Vats with black, slimy, larvae gathered from the Underworld.
- Cells holding the chosen humans for the operations.
- Purgatides toiling at operating tables assembling flesh and strange machinery.
- Obsidian-pillared operating theater/ceremonial hall.

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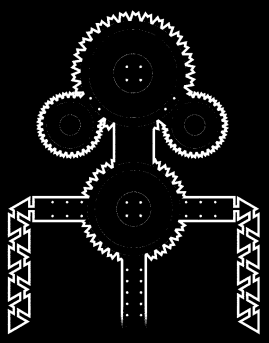


Royal Ecstasy Chamber

- Sconces line the walls; the candle flames burn scarlet.
- Alcoves filled with exquisite faceless statues in strangely erotic or macabre poses.
- Mirrors along the walls create the illusion of an endless, grotesque orgy.
- Countless beds and tables full of creatures, food, wine, torture implements, and sex toys.
- Floor covered in red velvet; the writing of a forgotten language pulses underfoot like a heartbeat.

The Final Resting Place

- Built by excentric billionaire as crypt and shrine for deceased wife.
- Triangular rooms hold relics: a favourite scarf, childhood dolls, and amateur poetry.
- Central hall accomodates an exhibition telling the story of her life with photos, videos, and life-size mannequins.
- Innermost sanctum contains enbalmed body in glass coffin surrounded by seven taxidermied poodles.

Temple of Forgotten Fecundity

- Mindless azadaevas wander the halls, occasionally chanting or wailing.
- Triangular rooms filled with indecipherable books and alien machinery.
- Throne made of humanoids who appear to be made of smooth grey stone; the only indication that they are alive is a slow, interlocked undulation.
- The god sits upon the throne, at once repulsive and alluring, provoking shame and lust.

The Dark Streets of Elysium

SOUL OF A LOCATION

Only Vanessa wept at the funeral. The others that had gathered there seemed strangely indifferent. They were all dressed in similar black suits and dresses, and they acted as if it was their duty to be there, not that they truly mourned Jacob.

At the wake Vanessa had overheard them talking about how Jacob just didn't fit in, that it was tragic but probably for the best. An act of mercy. An act of mercy that he had committed suicide? Vanessa couldn't believe it. Just a year ago Jacob had been a beloved member of the community. And now, it was like they did not even recognize him as one of them. His mother and father. Did they bow their heads in sorrow or was that shame? And why did she give her those glances as if she was an outsider as well.

The priest spoke. He comforted the congregation and preached about The Black Madonna; the saint that would bring them grace. And now the congregation raised their heads and Vanessa could see a strange devotion in their eyes. And she heard the priest's words as well. And she, for the first time, felt the embrace of the Archon.

Introduction

The Soul of a Location manifests as a certain otherworldly resonance that permeates everything in that place. It may be the metaphysical reverberations of something that previously happened there, or the growing influence of a Higher Power seeping into our reality.

A location's soul may or may not be in line with what its physical nature or evident purpose would obviously suggest, allowing for a wide variety of combinations of locality and themes when describing different places.

For example, a downtown police station influenced by Kether may have dogmatic and rules-adhering officers saying things like *"Yes sir! You'll need to clear this with the CO first, then go through the lieutenant responsible for your district, Sir!"* - while a police station influenced by the Death Angel Golab might feature screaming behind closed doors and officers sporting sadistic smiles and bruised knuckles.

The GM is encouraged to experiment with combining what a location appears as in Elysium with aspects from beyond the veil that complement, contrast, or subvert that. Keeping these Influences in mind you can tailor your Moves to fit the theme of your story.

This way, you can create uniquely interesting and scary experiences for the players.

Influence of the Archons

Influence of Kether

The area feels almost ritualistically mired in hierarchies and traditions. Guests who don't know its secrets are often confused by the place's rigid proceedings. Things are slow moving here, as everything must be done in the correct order, and nobody decides anything without explicit consent from their immediate supervisor or boss. Portraits of authority figures - the president, the mayor, the chief of police, the company's chairman, or the family's grandma - are put up on the walls, meticulously arranged in order of their hierarchy. Transgressions such as speaking out of turn or claiming rights above one's station are met with harsh reprimands and swift reductions of status.

Capture Someone/Take their stuff/Put someone in a bad spot (KDL, p. 150-152)

Any visitor must sign in to the secretary, only one at a time please.

Announce Off-Screen Problems (KDL, p. 151)

You hear a commanding voice echoing through the halls. "Bring me Mr. Phelps, NOW!" All the employees around you flinch, then look around themselves, scanning their surroundings for the wanted man.

Attract Beings (KDL, p. 247)

A person that does not really fit in with the rest slowly moves through the room. She suddenly slows down and turns towards you with a weird smile.

Receive Divine Inspiration (KDL, p. 258)

You suddenly see everything so clearly! The hierarchy, the paths needed to climb these power structures: the worker, the manager, the boss, The VP, the chairman, the board, the shareholder.

Influence of Chokmah

The very essence of this place oozes the divine and sacred from every room and corridor, and guests find themselves gripped by an inexplicable feeling of reverence here. You speak in whispers without wondering why, even if no one is around. Things are arranged like shrines or relics within the rooms and shows of humility and supplication are commonly displayed by visitors and occupants alike. The faint sound of exalted chanting and singing can be heard from somewhere above you, or is it below?

Many people these days cannot help instinctively becoming alienated by the emotions and actions this place incites, often preferring to avoid the location and ignore its existence.

Separate them (KDL, p. 150)

You stare at the image of this person who looks like a saint, their faint, lingering smile entrancing you. Then you realize the room around you has changed and you are alone.

Decrease Stability (KDL, p. 151)

The sacred nature of this place takes its toll and you feel tears well up from deep inside you. As a child, you still used to believe. How did you become so jaded with age?

Attract Beings (KDL, p. 248)

You feel a divine presence around you, the room flutters in front of you and something ripples the colors like a large creature beneath the surface. You feel another consciousness touching your own, as it starts probing your mind.

Receive Insight Into Another's Soul (KDL, p. 258)

You really know this person in front of you. Seeing her through the eyes of God, you sense her very soul, her passions and her flaws. Her wishes, fears, and triumphs all lay open before you.

Influence of Binah

So familiar, so natural and effortless. Everything flows within this place. Communication is as intimate as between brothers and sisters. Playful arguments, jokes, and strict commands interchange where everyone knows their true place according to unspoken rules. But voices silence when outsiders enter and a collective fist closes as suspicion and alertness stares back at the guests under sceptical frowns. A framed photograph on the wall shows a newlywed couple standing in front of a large group of people obviously gathered to celebrate their matrimonial union. An extended family still congregates every year to celebrate their great-grandfather's birthday, his armchair standing empty

at the head of the table throughout the festivity, food and drink are placed before it, to remain unconsumed.

Make a Threat Move (KDL, p. 153)

Someone unknown suddenly emerges from another room, staring threateningly at you. This is an outsider, someone that clearly doesn't belong here.

Offer an Opportunity, With or Without a Price (KDL, p. 152)

You hear talking and laughter in the next room. The occupants seem to not have heard you...

Receive Insight Into Another's Soul (KDL, p. 258)

You see the old man turn away with tears running down his cheeks, and suddenly your own eyes become watery in accord. You just realized who this man is, and what he has sacrificed for the people here.

Memories from the Past (KDL, p. 298)

Images flash by, glimpses of this room where you see people around, a gathering, they talk and laugh. More images, different glimpses. The furniture and the clothes and the faces change, but it is always the same room. Someone is bleeding, someone is crying, someone is screaming. They have always gathered here.

Influence of Chesed

You feel at home, the calm atmosphere is soothing. You want to belong and is that a friendly smile? It has been so long since you saw one. Things seem oddly familiar, a bookshelf looks exactly like the one from your childhood, the pattern on the floor gives you warm memories of an old safe place. Everyone has thoughts behind their words and they feel sincere in their affections, compassionate and without menace. Is it all a trap of some sort? How does it feel so overwhelmingly comforting?

Decrease Stability (KDL, p. 151)

You never want to leave this place. It is your only safe refuge. The darkness cannot reach you here. You panic at the thought of being dragged away from it.

Projection (KDL, p. 247) Cross Time and Space (KDL, p. 298)

The room in front of you doesn't fit in with the rest of this place, and it shouldn't be in this building at all. It looks just like your old room... what the hell, is that your poster?

Insight into the Divine (KDL, p. 258)

You get a déjà vu of this situation, you know this location, like you've been here... many times? Everything is instinctively familiar and you now know where to go... but why? How?

Shadow from the Past (KDL, p. 323)

You see it clearer and clearer until it is undeniably true, your mind reeling at the realization. This person is your long-dead father. The old man doesn't even know it himself, but you are sure.

Influence of Geburah

Locked rooms, restricted access areas, and countless other limitations and regulations permeate this place. Byzantine rules govern any and all proceedings here, and stern looks swiftly give way to draconican punishments falling upon anyone who acts outside of their permissions. Small reminders of the rules are everywhere and create a chaotic labyrinth of bureaucratic influence. Social interactions are often interrupted by worried glances as if to check if any laws might be bent or broken. A magenta-level keycard dangles at the belt of a security guard. The permit form is seven pages long and filling it out requires at least three other official documents to complete.

Announce Future Problems (KDL, p. 151)

The combination of the signs on the wall, color-coded lines on the floor, and cryptic sequences of capital letters on every door has left you utterly confused. Suddenly a voice is blaring from the speakers: "Access infringement detected in section 33! Security detail dispatch has been initiated! All trespassers are instructed to cease any further transgressions! Refusal to comply will be met with vehement apprehension!".

Decrease Stability (KDL, p. 151)

Permission to enter the seventh floor is only granted upon filling out a form that is exclusively available from an office that never seems to be staffed during opening hours. Now you have been told that there is also an option to acquire it online, but the access information for that is detailed in a leaflet that is only handed out if your request form has all the necessary stamps on it - one of which must be obtained from the administrator on the seventh floor.

Lost in the Labyrinth (KDL, p. 282)

After you break out of your cell, you run through an endless maze of corridors, mess halls, more corridors, unused recreation areas, and yet more corridors. You completely lose your sense of direction, even of reality itself. There are no exit signs, and all the other cells are empty. What does this all mean, how is this even possible, where the hell have they taken you?

Attract Beings (KDL, p. 269)

A large man approaches you, smiling confidently as if he knows something that you don't, and says with a derogatory attitude: "Well, hello there! What are you looking for?"

Influence of Hod

A place of high integrity and entitlement. Unspoken, or obscurely encoded, indications on borders and boundaries are set within to mark territories and ownership. Posters denote and praise the 'employee of the month', but her smile seems forced and there is fear in her eyes. A constant anxiety of losing status and respect permeates the location, and emotion filled remarks on past wrongdoings are proclaimed as ground rules on how to better fulfill one's roles in the future. Bows and deep nods are used to greet occupants and guests, but they often cannot prevent extended socialisation ending with one party or another being offended and declaring their outrage.

Put Someone in a Bad Spot (KDL, p. 150)

At some point during the conversation, the woman in front of you goes quiet and starts to look uncomfortable. You don't understand what you said or did wrong, but she is clearly trying to stop talking to you now.

Announce Future Problems (KDL, p. 151)

The area is littered with post-it notes, friendly reminders for all to behave respectful and civilized. "Be mindful of your fellow residents - No music after 20:00", "Littering is not a very good style - Please leave the place as clean as you found it!", "Public displays of affection can alienate or offend our visitors from other cultures - Please avoid flirting and kissing in the communal areas!", "Who is leaving their dirty shoes in the kitchen area?"

Meeting with the Exotic (KDL, p. 283)

The man is sitting there with an absolute aura of dignity and respect. You want to approach him and kneel before his honorable presence, but don't know how you could dare to do that. You continue to watch him in awe as he continues his seemingly mundane tasks, radiating grace and gravitas not of this world.

Entrancement of the Soul (KDL, p. 323)

You feel the situation slipping from your grasp, and your integrity being threatened. Every word uttered is a sneaky infringement on your rights and even seemingly harmless comments include hidden offensive meanings meant to slight your honor. Then all of a sudden you see it clearly. You know exactly what they are planning.

Influence of Malkuth

This place feels like a normal version of its type that has gone off the rails in some fundamental way. People seem to remember that it used to be a subdued, inconspicuous location, where everyone just trudged along and took care never to raise any sort of ruckus. But now its occupants casually break the rules, acting erratically, irresponsibly, and often in a loud and intrusive manner. The place is cluttered and in disarray, no one apparently in charge of its wayward operations. Visitors quickly start to act like they're on drugs or in the clutches of some mental compulsion, even if they were sober and well-composed just minutes before entering.

Separate them (KDL, p. 150)

The sidewalk is busy with people on their way home from work. A giant mass - almost a living organism with phones in their hands. Doing what they've always done. You lose track of each other.

Offer an Opportunity, With or Without a Price (KDL, p. 152)

Karen called, she said that she wants to try again. See if you can fix what is broken. She has invited you over to talk. You can almost see your future, middle class, family life. A house, a home, children, barbecue parties, church.

Open Gateways (KDL, p. 247)

All the windows show a view over the surrounding suburbs, except this one. As you pull open the heavy curtains, you behold a vista of urban dereliction that extends as far as the eye can reach. In the far distance, magnificent palaces arise from this vast and impossible slum.

Attract Beings (p247)

A talkative person with dazzling eyes comes up to you and starts talking like you've known each other for the longest time. Invading your personal space, he puts his arms around you and acts like you are really close.

Influence of Netzach

As you step into this location you feel the aura of achievement and ambition. The layout reminds you of an arena and the attitude of the inhabitants is that of competitive rivalry, confident superiority over others, or abject idolization of the successful.

This location chooses its own champions and everyone here is a contender. To progress here is to engage in a ritualistic tournament. A glass shelf displays sports medals draped around the neck of featureless busts, and the walls are decorated with hunting trophies.

Put Someone in a Bad Spot (KDL, p. 150)

"I'm sorry I can't let you in since I don't know you. You'll have to prove yourself first. Show us that you got what it takes!"

Announce Future Problems (KDL, p. 151)

"You did what? Oh, just wait 'til Bryce hears of this... He's likely to wanna take it up with you personally over something like that. Yes, it's him calling the shots on who gets or doesn't get to do that - how the hell did you not know that?"

Make a Threat Move (KDL, p. 153)
Bodily Changes (KDL, p. 247)

The man physically shudders in anticipation of your next move. You can see his body tightening like a predator ready to pounce as his posture shifts and his breathing gets more and more excited.

Under the Control of Higher Beings (KDL, p. 283)

You feel the urge to be victorious, this whole situation is a contest and you're at risk of losing. You need to step up, take control, and rule this situation to emerge a victor, or be cast aside as trash.

Influence of Tiphareth

The perfection is evident and any little flaws and blemishes are but calculated additions to make the already perfect even more beautiful. This place breathes the latest trends and its inhabitants are young, fit, and pretty. Everything here deserves to be in the spotlight. Yet, the beauty is only skin deep, the perfection superficial and shallow. People's positive remarks on each other's clothes and hairstyles often feel fake, merely vain attempts to procure admiration for their own attributes in turn. A beautiful woman weeps in the backstage changing room, and an aging man slits his wrists over a critical review on a website.

Separate them (KDL, p. 150)

The girl smiles and winks at you and disappears through an open door. You find yourself following her, while your friends are still preoccupied at the desk.

Turn Their Move Against Them (KDL, p. 153)

You try to get a grasp of the situation when you realize that you lack all of the grace, beauty and sophistication of what is in front of you. You recognize that you must appear like a bum in this environment.

Insight into the Divine (KDL, p. 258)

All the movements around you slow down and the beauty of this place becomes apparent for what it really is: a thin, brittle shell of sparkly distraction. You drop what you have in your hands and become entranced and engrossed by the Truth that is unveiled underneath it.

Distortion of Time and Space (KDL, p. 247)

Through the door to the other room you see a bright light and the silhouettes of naked bodies shifting in the haze, accompanied by sounds of lust. One of the figures calls out to you, and you recognize her voice, but... That's impossible! She's been dead for years!

Influence of Yesod

Material symbols of status and privilege rule here. Everything and everyone is a part of it and if you got it, you flaunt it. If you lack it, you envy and despise the ones who have it. Comments on expensive rarities are used to open conversations, discreet offensive remarks about other classes continue to drive the communication forward. Riches are either priceless or not desirable at all, or they may even be felt a nuisance but are still always the focus. A wall-mounted screen displays running graphs showing the latest developments in the stock market. A gilded pen lies forgotten under a coffee table, ignored by all.

Take their stuff (KDL, p. 152) Put Someone in a Bad Spot (KDL, p. 150)

The last thing you remember are quickly approaching footsteps and a voice behind you. Then you wake up naked, your phone, wallet and clothes are gone and your head hurts like hell. You realize that even your clothes alone were worth hundreds of dollars, and the people here must have seen you as walking, talking piggy bank from the moment you arrived.

Offer an Opportunity, With or Without a Price (KDL, p. 152)

On one of the desks there is a small pedestal with some kind of necklace in a box. No glass, no alarm protecting it.

The Presence of the Archon (KDL, p. 298)

As you complete the puzzle of the gemstone mosaic, you realize it forms a crown. You put the last piece in place, and a choir of angelic singing arises from somewhere outside. As you look out the window, the sun has broken through the clouds. It makes the snowy fields outside glitter like the purest silver, and

when the wind rustles the dry branches of the trees, it sounds like the bright clatter of a thousand small coins cascading from a gambling machine. "Wear this crown, and become my envoy in this world", a voice proclaims behind you.

A Wondrous Place (KDL, p. 283)

Deep down in the dirty sewers and waterlogged caverns, you stumble upon a place that is truly breathtaking. Luxury beyond recognition, opulence beyond measurement. Who has been amassing all these treasures down here?

Influence of the Death Angels

Influence of Chagidiel

This place breathes a horrible emanation of worthlessness, self loathing, contempt, and despair. The feeling nestles in the soul until the only recourse is to make others feel the same. Hostilities, ranging from humiliating insults to vile cruelties, are aimed at the purest and most privileged ones: innocent children, beautiful women, smart young men; all those who think they are better than everyone else. Abuse is the only thing that can teach them their true worth. A windowless room's single door can only be locked from the outside, and there are scratch marks on its inside. The woman tries to put on a brave smile but her eyeliner is tear-streaked and her posture betrays pain in places where you cannot see the wounds.

Put Someone in a Bad Spot (KDL, p. 150)

A television is shut off as you enter the room and a man quickly gets up from an armchair, giving you an anxious smile. You only catch a glimpse of the screen before it goes black, but you are sure it was a homemade video of a naked boy surrounded by masked men.

Announce Future Problems (KDL, p. 151) Decrease Stability (KDL, p. 151)

You hear crying and whimpering in the room next door. It goes on for a long time and you start feeling unbearably miserable about your inability to do anything about it.

The Influence of the Death Angels (KDL, p. 323)

You get this sudden urge to show this little girl what it means to suffer - she seems so smug but you know that just a punch or two would take away that despicably self-assured smile.

Offered a Pact (KDL, p. 323)

The man dries the blood from his knuckles and smiles at you. "You're not like these other assholes, are you? How about you join in on the fun?" A door opens and you see a skinny teenager tied to a chair with a canvas bag over his head.

Influence of Gamaliel

A lingering smell of sex and sweat permeates this place. Everyone here longs for intimacy and to belong with another. But all eroticism and desire are tainted with exploitation and vulnerability, and any carnal relations are doomed to end in self-deprecation and a perverted version of intimacy, rotten with suffering and fear. The moans of pleasure that echo through the hallways intermingle with shrieks of pain until they become indistinguishable, and orgasmic cries quickly abate into sobs of guilt and shame.

Decrease Stability (KDL, p. 151)

Like a dark dream, your thoughts are constantly drawn to images of sex and you find yourself fantasizing about the person next to you. Thoughts of what he could do to you make you aroused and ashamed at the same time.

Offer an Opportunity, With or Without a Price (KDL, p. 152)

Her legs spread out in a sexual invitation and you can see she is naked beneath her dress.

Bodily Changes (KDL, p. 247)

You can feel yourself growing inside of him at an uncontrollable rate, his moans turn to screams of lust but then he starts to twist and cry out in pain and you start to panic.

Attract Being (KDL, p. 258)

The dance floor is packed with people, a press of scantily clad bodies writhing and twisting to the hammering beats. Everyone here is trying to lose themselves in the dancing, all of them unspokenly waiting for the same thing to start happening. Finally, it begins. The wet, warm, red fog descends upon the room, transforming it into another place. People around you start ripping off their clothes, all beset by the same, single-minded impulse.

Influence of Gamichicoth

Mistrust and fears dominate among the inhabitants, and all visitors quickly become anxious too, as they start to doubt their own judgement and feelings. Helping hands often turn into disservice, be it by malevolence or malfeasance. The spiteful sowing of suspicions is very common, and whatever sinister rumors you may have heard about the place long before you ever visited are nothing compared to the scandalous allegations that are given voice by the whispering figures skulking in the shadows here.

Announce Off-Screen Problems (KDL, p. 151)

You get a bad feeling as you watch the skies above. The clouds, the wind, the flight of the birds... Something is wrong with the world, has been for quite a while, and it all seems to converge right at this place.

Make a Threat Move (KDL, p. 153)

Right in the middle of the conversation, a woman opens a nearby door and yells in your direction, "Don't trust that man! He took my Myra!! He's the one that did that to her!!" You all start looking at each other, confused. Which one of the men here is she talking about?

Lost in the Labyrinth (p282)

You exit the room and you realize this isn't the corridor you came from. Have you changed floors? Did they point you in the wrong direction? What unseen dangers are they sending you into? Who can you trust?

Followers (KDL, p. 323)

A small child starts to follow you around. The little boy shakes his head and seems to mumble, "please don't" whenever you knock on a door or enter a new room.

Influence of Golab

Cruel and vile, this place is a small hell of its own. Vicious and cruel thoughts intrude upon your mind until deep inside you start to hope to see others suffering - either emotionally or physically. Someone always breaks down under the pressure, and when that happens the vultures and hyenas emerge to join in on the feast. Violence and sadism permeate this place and it gives off an "eat or be eaten" atmosphere. The bed in the guest room has gotten new sheets, but the bloodstain on the mattress underneath isn't fully dried yet, and some of the bright red spots have soaked through the clean linens draped over it.

Make a Threat Move (KDL, p. 153)

You are suddenly airborne and then you crash headfirst into the floor. Laughing and running footsteps are heard around you. "Well, what have we got here? A pretty one, eh?"

Put Someone in a Bad Spot (KDL, p. 150)

You hear him blabbing away but you've had enough of his drivel. He just pisses you off. You stop listening to what he is saying - but suddenly you see fear on his face and he turns silent. You look down and in your hand is the bonesaw you found downstairs, the blade still covered in fresh gore.

Trails from Those Who Have Gone Before (KDL, p. 283)

Looking around closer, you see the walls and floor are dirty all over. Reddish-brown spatters and stains are everywhere and then you sense the metallic scent somewhere between copper and iron, so heavy in the air you can taste it on your tongue. This whole room is covered in blood.

Entrancement of the Soul (KDL, p. 323)

Surrounded by nothing but violence and vile souls for too long, something eventually snaps in your mind and this place suddenly starts to feel pleasurable and serene. You feel at home in the sadistic atmosphere and there is a deep voice from inside you: "Make them scream in pain, become the orchestrator of this symphony of suffering".

Influence of Hareb-Serap

Yelling, hostilities, and conflicts are ever present here. You can feel anger and hatred suffuse your very soul. Everything is somebody's fault and certainly nobody is doing anything about it either. Hostile debates turn first into screaming matches, then into outraged actions. The walls and furniture carry many scars of past escalations, as do the location's occupants themselves. There is never peace or even complete silence, as even in the middle of the night someone is arguing or shouting somewhere.

Announce Off-Screen Problems (KDL, p. 151)

Suddenly a woman runs screaming into the hall where you are, she stumbles and falls onto her back and stares in panic at the doorway she came from.

Announce Future Problems (KDL, p. 151)

Phone call from an unknown number: "Hello sir, I'm sorry, you don't know me but are you the one who just entered the building on West End and 49th? I just want to tell you that you were followed by four, uhm... men... they, uh... they're walking into the building as we speak."

Distortion of Time and Space (KDL, p. 247)
Decrease Stability (KDL, p. 151)

The fear and anxiety around you takes its toll on your psyche and you just want to flee, to get out, to get some air, to be safe and away from all this! But as you try to take a few steps towards the exit, panic grips your chest - you find that the faster you walk, the longer the distance grows, like a horrible, ironic, cosmic joke.

Meeting with the Exotic (KDL, p. 283)

Images of gore and death are flashing past as a hasty mirage, tainting the merchandise, the other customers, everything in an aura of violence, blood and wounds. A threatening set of teeth grins intimidatingly at you, then you are back in the real world. "$5.99 sir, will that be all?"

Influence of Nahemoth

This location is an eerie and disconcerting place for the mind to handle. Everything here feels vaguely sinister and threatening, and just off somehow. People's attitudes and personalities seem deceitful, and sometimes their physical looks shift even as you speak with them. A trusting and friendly welcome inexplicably triggers fear and mistrust. Directions shift while you aren't looking and rooms perceived as safe and orderly from the outside suddenly reveal messy disarray or dangerous dilapidation when entered. The decay or pollution of the location is significant to outsiders but seemingly not

even noticed by the inhabitants. The tap water is always rusty brown, the doors creak, windows rattle, and the lights inexplicably just don't work sometimes.

Decrease Stability (KDL, p. 151)

An animal moves through the room. At first, you think it's a dog of some kind or maybe a cat. Then the creature turns a bloody mess of a face towards you and says, "You... are... within... us..."

Announce Off-Screen Problems (KDL, p. 151)

As the elevator comes to a stop and the lights go out, you hear the panicking and horrified screams of a woman trapped in the neighbouring elevator, just a few thin sheets of metal away.

Distortion of Time and Space (KDL, p. 247)

The corridor stretches out in front of you and seems impossibly long all of a sudden. You still hear the echo of Mr. John's voice, but you can't see the man any longer.

Offered a Pact (KDL, p. 323)

"You don't really really need the others, do you? You're didn't come here for the same reasons they did... and you still have things to do in the world, don't you? You're not like them. I know they made you do it. Here, I have an antidote. There is only this one dose. Drink it, let the others die of the poison they ingested of their own accord, and go forth freely and in gratefulness. I will call on you for further instructions, once you're safely back in the city..."

Influence of Samael

Spite, grudges and brooding malevolence infuse this place. The silence is dreadful, snarls and heavy sighs more common here than screams or agitated speech. Hatred, shame, and guilt are commonly expressed feelings and if you're not with the avengers, you're clearly on the side of those responsible for their grief. Opportunities for violent retribution are meticulously plotted and eagerly pursued, under shallow pretenses of justice and restitution. Revenge is seldom served cold. An entire wall is covered in photographs of faces that have had their eyes cut out. A single razor blade covered in dried blood lies on the floor in the middle of the room.

Put Someone in a Bad Spot (KDL, p. 150)

"Hey mate, I can't just let you walk in there like that! You know full well that if the boss finds out, she's gonna have your ass and mine!"

Offer an Opportunity, With or Without a Price (KDL, p. 152)

A boy with a cap and a backpack is sitting in a chair in the hall crying, fresh bruises on his face and hands. He is holding a small pocket knife in his hands.

Offered a Pact (KDL, p. 323)

"Tell you what, officer: could I ask you to let me and these other innocent people here go, and check the basement instead? They say there is a pedophile down there wrapped in plastic. I haven't seen anything. None of us have. We'll just be on our merry way, and you catch your perp and go get that promotion you deserve for this. You can thank me later..."

The Influence of the Death Angels (KDL, p. 323)

A wave of hatred and vengeance overflows you and you lash out against anyone nearby, trying to make them admit their guilt for all that went wrong - or punish them with aggression if they refuse to confess.

Influence of Sathariel

This location feels isolated from the outside world, often a cold, lonely and dark place. A sense of misery and self-loathing comes over any visitors. Rooms feel impersonal and unwelcoming even when fully furnished. Sounds have a hard time traveling over longer distances and even shouting sometimes never reaches the next room. The phone cable has been cut and it's hard to keep track of time or even to tell if it's day or night outside. This place either makes you want to leave immediately, sensing that you could never belong here anyway, or it makes you want to curl up on the floor and block out the innumerable cruelties of the outside world forever.

Announce Future Problems (KDL, p. 151)

The door you just walked through shuts behind you and a loud "CLICK" echoes through the hall as the door locks.

Separate them (KDL, p. 150)

"Please ladies, come on in! No, not him. Not with these shoes, and not with this hairstyle. Have a pleasant evening inside, girls, but you Sir, I'll have to ask you to leave. Please make way for the other clients. Good evening, ladies..."

Attract Beings (KDL, p. 247)

You feel so lonely and you realize no one knows you are out here, you are dead to the world as you watch the house party through the windows from the sidewalk. You crave to be allowed inside, but they don't want you. That's when you notice the shadow of a person approaching, a boy. Is he from your school? You don't recognize him. "Come on, there is another party I can show you. We would love to have you over!"

The Influence of Nothingness (KDL, p. 283) Decrease Stability (KDL, p. 151)

You look up at the night sky and suddenly realize that you have no meaning in this world. Alone in this gigantic, forlorn forest, you are just an insignificant little shit that nobody will be missing and who could never amount to anything anyway.

Influence of Thaumiel

Bleak, oppressive, and insensitive, this place has a clear ruler of some kind and everybody knows who it is. It may be the domineering building manager, the micromanaging day care administrator, or the chief nurse who has all the power and ruthlessly uses it to command her subordinates. The place feels intimidating and everything material seems to belong to the ruler. Hateful insubordination is constantly bubbling beneath the surface, but is either ruthlessly repressed or erupts violently, but soon results only in a new face in power over the corrupt and unjust hierarchy that runs this place. Its inhabitants are convinced that this location is the center of the world, and its ruler the most important person in their lives. They will act surprised when the players reveal ignorance of, or even indifference to, events happening within the walls.

Put Someone in a bad spot (KDL, p. 150)

"Hey, where did you get that? Put that down immediately! You can't just pick these up, that's not how it works in here. They belong to HIM!"

Announce Future Problems (KDL, p. 151)

A line of people has formed outside and you see a woman walking down the line, sternly inspecting them. Several are not approved and they run back into the main building, some with tears in their eyes.

Projection (KDL, p. 247) Opening into Another World/Level (KDL, p. 283)

You see a heavy, iron door that you never noticed before, and you are hit with the realization that this is where the secrets to the power of this place are hidden. The true source of all this awfulness.

Insight into the Divine (KDL, p. 258)

You follow the paths deep within this place and reach an altar of some kind where names have been inscribed and erased over and over again. There is this photo of a girl who looks like the manager's daughter, or maybe the manager herself when she was young? Then you realize that the names form a family lineage, and there are other photos and paintings, and these women were really all the same person, throughout the centuries.

Influence of Togarini

Regardless of this place's actual purpose, it also exhibits features that lend it an aura like a macabre and transgressive art gallery, morbidly decorated crypt, or a derelict crack house. Some single-minded obsession has shaped the location, subordinating all peripheral concerns to its dominating singular interest. All the furniture looks like display pieces, while the walls are flaking around wet spots grown mouldy with neglect.

Visitors not initially repelled by the disgusting ambiance are eventually seduced by the necrotic temptations on display. The deeper you go, the more macabre and fascinating it gets. You can get lost in this labyrinth, or you can find the truth about the whispered rumors of magic, if you linger long enough.

Separate Them (KDL, p. 150)

Walking down the hospital's sterile corridor, you notice a painting of a man being flayed by legion of doctors with sharp spoons. You idly wonder how this can even be allowed here, when you realize you don't see the others anymore. How long did you just spend looking at this?

Offer an Opportunity, With or Without a Price (KDL, p. 152)

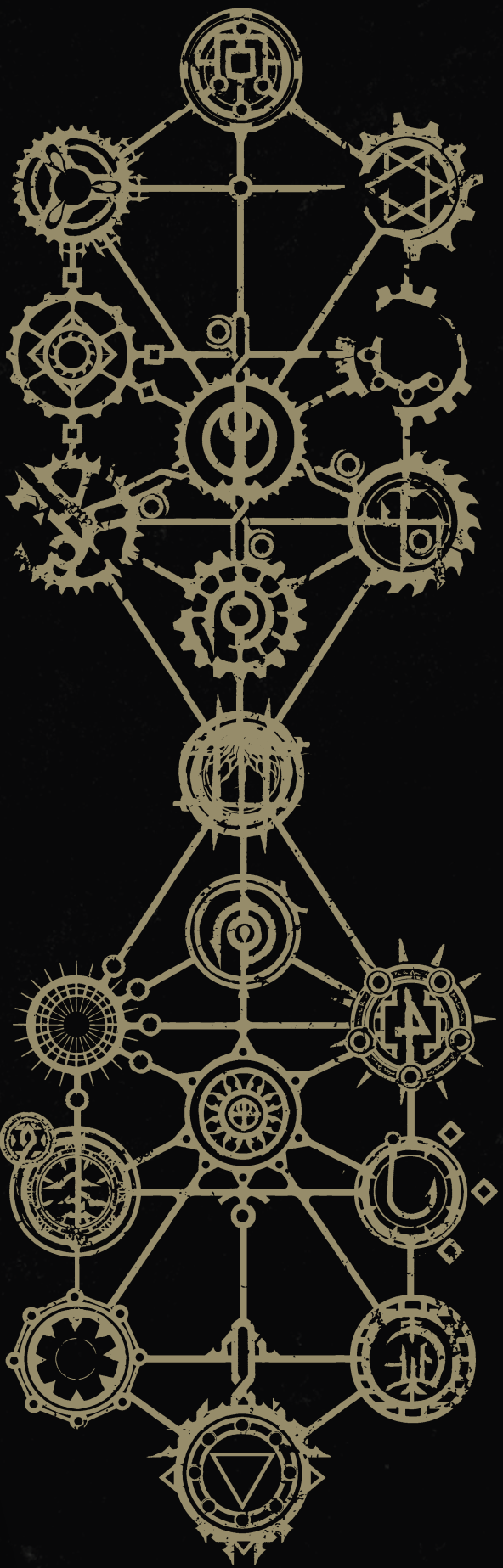
Through the open door you see a man in the next room, clearly focused on constructing what seems to be an intricate artwork. He is completely absorbed in his task, and has a mixture of fear and elation in his eyes as he tries to balance an object into some kind of art mobile.

Attract Beings (p. 247) Attract Dream Prince's Attention (p. 268)

The invisible doves are back now, fluttering all around you. The closer you have gotten to the object of your obsession, the more often they have accompanied you on your way. But this time it's different. There's something else, something behind them, beyond them. An ancient mind, watching your every step. You suddenly feel like you are being dissected by an unseen gaze. Something is observing, listening, analyzing your behaviour... and weighing its options?

Discover insight (p. 268)

As you keep wandering around this maze of tunnels underneath the drug house, something suddenly falls into place like pieces of a puzzle that suddenly fit. You discover patterns and motifs embroidered and engraved into everything around you. They are disquieting and tantalizing in equal measure, but in your epiphany you understand how to read them! It makes you feel the need to create something based on this insight, something for the whole world to see! Something truly of yourself, something unique, something never before seen. It will be simply amazing!



The Machinery of the Illusion

LOCATION LISTS

INTRODUCTION

This chapter offers a set of lists that may assist you as the gamemaster in establishing locations during play, or give you inspiration during downtime planning and scenario preparation.

These lists are focused on locations in Elysium.

The Lists

Location Types

- *Atmosphere of the Location:* (p. 45)
- *What Troubles People in the Area:* (p. 45)
- *Urban Locations:* (p. 46)
- *Rooms:* (p. 47)
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Location Names

- *Streets:* (p. 50)
- *Restaurants and Bars (High End):* (p. 51)
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Items and Encounters

- *In any Mundane Home:* (p. 56)
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- *Mysterious Leads:* (p. 61)

Location Types

When picking locations from the lists on upcoming pages, make sure to give them their own personality, and vibe that aligns with the feeling you seek to convey. A house can be everything from a run down building with a leaking ceiling, to a pristine and well-kept suburban home with a white picket fence. The Atmosphere of the Location as well as What Troubles People in the Area is a good start to create something distinct.

Atmosphere of the Location

- Abandoned
- Condemned
- Depressing
- Elegant
- Expensive
- Filthy
- Flooded
- Forgotten
- Homely
- Hostile
- Modern
- Newly built
- Old
- Overgrown
- Peaceful
- Quiet
- Rotting
- Run down
- Spotless
- Suspicious
- Under Construction
- Vibrant
- Welcoming
- Well-kept

What Troubles People in the Area

- Addiction
- Contagion
- Corruption
- Crime
- Dark dreams
- Debts
- Deformations
- Disappearances
- Disease
- Gnawing secrets
- Harassment from the law
- Hauntings
- Intolerance
- Isolation
- Juvenile delinquency
- Lack of heating
- Madness
- Malnourished
- Obesity
- Opiates
- Oppression from the ones in power
- Paranoia
- Pollution
- Poverty
- Suffocating normality
- Terrorism
- Things from beyond the Illusion
- Unemployment
- Vermin
- Weather

URBAN LOCATIONS

- Academy
- Accident site
- Amusement park
- Animal shelter
- Antiques shop
- Apartment building
- Architect's office
- Arena
- Art gallery
- Art studio
- Asylum
- Auto repair
- Bail bonds
- Bakery
- Bank office
- Bar
- Basketball court
- Bath house
- Bazaar
- Bookstore
- Botanic garden
- Bowling Alley
- Brewery
- Bridge
- Brothel
- Building crane
- Building site
- Burger place
- Bus depot
- Bus station
- Bus stop
- Butcher shop
- Canal
- Car wash
- Cargo harbor
- Casino
- Cathedral
- Cheap hotel
- Cheap motel
- Children's hospital
- Church
- Circus
- City hall
- Clocktower
- Closed public school
- Coffee shop
- Coffeehouse
- Communal garden
- Community center
- Computer store
- Construction site
- Convenience store
- Corporate headquarters
- Courthouse
- Crackhouse
- Crematorium
- Deli
- Dentist office
- Diner
- Dive bar
- Docks
- Dojo
- Dormitory
- Drug store
- Empty lot
- Factory
- Farmer's market
- Fashion center
- Fast Food Franchise
- Fast food joint
- Financial building
- Fire station
- Fitness center
- Five-star hotel
- Flower shop
- Forensic institute
- Fraternal organization
- Free church
- Freight yards
- Funeral home
- Furnace
- Gang hideout
- Gas station
- Gazebo
- Gentleman's club
- Golf course
- Government building
- Grocery store
- Gym
- Hair salon
- Hardware store
- Health food store
- Heavy industry
- Homeless shelter
- Hospital
- Houseboat
- Ice cream Parlor
- Incineration plant
- Internet cafe
- Japanese garden
- Jewelry store
- Juvenile detention center
- Labyrinth of alleyways
- Laundromat
- Legal firm
- Library
- Liquor store
- Low rent housing project
- Luxury apartments
- Luxury restaurant
- Main street
- Manhole
- Marina
- Market
- Mechanic shop
- Memorial park
- Memorial site
- Metro station
- Model agency
- Morgue
- Mosque
- Movie theatre
- Museum
- Narrow alley
- New age boutique
- Nightclub

- Nursing home
- Observatory
- Old town
- Open public school
- Opera
- Outdoor pool
- Park
- Parking garage
- Parking lot
- Pawn shop
- Penitentiary
- Pet store
- Pharmaceutical Factory
- Pharmacy
- Pier
- Playground
- Police station
- Pool hall
- Preschool
- Prison
- Private school
- Psychiatric clinic
- Psychic's shop
- Pub
- Public baths
- Recording studio
- Recruitment office
- Recycling center
- Salvage company
- School
- Second hand store
- Self storage
- Sex shop
- Shanty town
- Sheltered community
- Shipyard
- Shopping mall
- Skate park
- Skating Rink
- Skyscraper
- Soup kitchen
- Spa
- Statue
- Steelworks
- Strip club
- Strip mall
- Suburbia
- Synagogue
- Tattoo parlor
- Tended park
- Terraced house
- Theater
- Therapist office
- Townhouse
- Train station
- Train terminal
- Underpass
- University
- Untended park
- Used Car Dealership
- Veterinarian
- Warehouse
- Water tower
- Waterpark
- Youth community center
- Zoo

Rooms

- Attic
- Backyard
- Ballroom
- Basement
- Bathroom
- BDSM-dungeon
- Bedroom
- Boardroom
- Bomb shelter
- Cell
- Courtroom
- Cramped apartment
- Elevator
- Emergency room
- Flower garden
- Garage
- Greenhouse
- Gym
- Hidden basement
- Hospital room
- Hotel room
- Isolation cell
- Kitchen
- Library
- Living room
- Locker room
- Lofty apartment
- Lounge
- Man cave
- Newsroom
- Office cubicle
- Penthouse suite
- Public restroom
- Restroom
- Ritual chamber
- Science lab
- Studio
- Surgical theater
- Waiting room

Rural Locations

- Airplane graveyard
- Airport
- Amusement park
- Archaeology site
- Barn
- Beach
- Boarding school
- Bridge
- Brothel
- Bunker
- Burial ground
- Burial mound
- Bus station
- Camping trails
- Campsite
- Canal
- Casino
- Castle
- Cemetery
- Chemical dump
- Chemical plant
- Church
- Coal mine
- Condemned bridge
- Construction site
- Cottage
- Country road
- Crematory
- Dam
- Drive-in movie theatre
- Empty septic tank
- Factory
- Farm
- Farmhouse
- Festival site
- Fire watchtower
- Fort
- Fracking field
- Gas station
- Ghost town
- Harbor
- Hideout
- Highway
- Hiking trails
- Historical monument
- Historical site
- Hotel
- Hunting cabin
- Industrial plant
- Isolated farmstead
- Isolated sect
- Junkyard
- Laboratory
- Landfill
- Large field
- Lighthouse
- Livery stable
- Lodge
- Log cabin
- Lonely house
- Lumber mill
- Mansion
- Mausoleum
- Motorcycle Gang headquarters
- Meth lab
- Microbrewery
- Military base
- Mine
- Missile silo
- Monastery
- Motor home
- National park
- Nuclear plant
- Nuclear testing ground
- Observatory
- Oil drilling rig
- Oil field
- Open building pit
- Orchard
- Outhouse
- Outpost
- Pasture
- Plantation
- Power plant
- Prison
- Private clinic
- Quarry
- Racetrack
- Radio mast
- Railway line
- Ranch
- Refugee camp
- Rehabilitation centre
- Religious retreat
- Reservoir
- Resort
- Root cellar
- Ruins
- Sanatorium
- Satellite dishes
- Scrap yard
- Secret passage
- Shack
- Shanty town
- Ship wreck
- Shipyard
- Shooting range
- Ski resort
- Slaughterhouse
- Small town
- Summer camp
- Survivalist homestead
- Tool shed
- Tractor trailer
- Trailer park
- Train station
- Tree house
- Truck stop
- Truck stop strip club
- Tunnel
- Underground storm shelter
- Village
- Vineyards
- Waste plant
- Weather station
- Wind farm
- Wine cellar
- Winery
- Workshop

The Wilds

- Badlands
- Beach
- Canyon
- Cave
- Coastline
- Coral reef
- Cove
- Crater
- Creek
- Deep sea trench
- Desert
- Fields
- Forest
- Forested hills
- Geysers
- Glacier
- Grassland
- Grove
- Hills
- Hilltop
- Hot springs
- Island
- Lake
- Marsh
- Meadow
- Moors
- Mountain pass
- Mountain peak
- Mountain range
- Network of caves system
- Oasis
- Ocean
- Plateau
- Pond
- Rainforest
- Rapids
- Ravine
- Reef
- Ridge
- River
- River delta
- Salt flats
- Sharp cliffs
- Sinkhole
- Swamp
- Tundra
- Valley
- Volcano
- Waterfall
- Woods

Subterranean Locations

- Air vent shaft
- Boiler room
- Bunker
- Catacomb
- Cellar area
- Crypt
- Cultist sacrificial chamber
- Culvert networks
- Electrical power generator
- Fallout shelter
- Forgotten machine room
- Long term waste storage
- Maintenance tunnel
- Manhole
- Mine shaft
- Mysterious hideout
- Natural caves
- Parking garage
- Research facility
- Retention basin
- Serial killers den
- Sewers
- Shaft
- Shanty town
- Stairs leading down
- Storm drain tunnel
- Sub-basement
- Subway station
- Subway tunnels
- Train tunnel
- Tunnels
- Underground bunker
- Underground lake
- Underground river
- Utility tunnel
- Vault
- Water cistern

Location Names

Are you in one bar or the other? Which street did the hissing voice on the phone order you to come to? Use the lists below for inspiration or roll randomly if you're feeling stuck. Be sure to note what location you used which name for, so your players can come back to it later. The naming conventions here are mainly for locations in North America.

Streets

1. 1st St
2. 2nd St
3. 3rd St
4. 4th St
5. 5th St
6. 6th St
7. 7th St
8. 8th St
9. 9th St
10. 10th St
11. Angela St
12. Atherly Rd
13. Bank St
14. Belville Ave
15. Brennan Ave
16. Bulls Ave
17. Cages Wood Ave
18. Calico St
19. Churches Rd
20. College Ave
21. Conference Center Ave
22. Dallon Dr
23. East Kenmoor Ave
24. East Mount Isabel Bridge
25. East Tindlay Ave
26. Elianore Square
27. Engelhard Bridge
28. Fairwood Ave
29. Finings Row
30. Great Owl Rd
31. Gridley Byway
32. Half Moon Cir
33. Heaven's Gate Rd
34. Hidden River Ln
35. Houndhill Rd
36. Humphries Rd
37. I-151
38. I-475
39. I-80
40. I-95
41. Inniskilling Ave
42. Iolite Rd
43. Jackson St
44. Jeanne d'Arc St
45. Jefferson Blvd
46. Kaine Blvd
47. Kerley Ave
48. Larkwood St
49. Legrand Crescent Blvd
50. Lymcote St
51. Main St
52. Mattox Park Rd
53. Medicine Lake Blvd
54. Merrimack St
55. Midhope Ave
56. Moira Glen Ave
57. Mount Bear Bridge
58. New Brisson Plaza
59. North Analitis Ave
60. North Compass Lane
61. North Marsalla Bypass
62. North Rips Rd
63. North Thatcher Parkway
64. Old Surrey Pike
65. Pinta Row
66. Pope House Rd
67. Rais Ave
68. Ready Plaza
69. Robinridge Dr
70. Roskell St
71. Route 141
72. Route 273
73. Route 62
74. Route 7
75. Rutherford Pike
76. Shipley Dr
77. Skywest Place
78. South Garden Ave
79. South Hammer St
80. South Shelterview Causeway
81. Southwest Mutual St
82. Spath Rd
83. Stein Ave
84. Street Rd
85. Sycamore Rd
86. Tekels St
87. Telegram Rd
88. Temple Ave
89. Tillson Ave
90. Tomac Square
91. Trader's Alley
92. Troy Hills Ln
93. Truth Square
94. Twin Creek Rd
95. Wapshott Viaduct
96. Weir Hill Rd
97. West Arbor Ave
98. West Greywood Ln
99. West Scott St
100. Whit Passage Bridge

Restaurants and Bars (High End)

1. Alice's Tea Cup
2. Angelo's Restaurant
3. Bamboo Bar & Grill
4. Basul Noble's
5. Bayside Inn
6. Bean To Bar
7. Bistro 1018
8. Bistro Fromage
9. Boat Works
10. Bounce Night Club
11. Brick Tavern
12. C B Potts Restaurant & Brewery
13. Cafe Central
14. Chatterbox Jazz Club
15. CJ's
16. Club 76
17. Club Central
18. Club Hecate
19. Club House
20. Club Soda
21. Club XO
22. Czech Kitchens
23. Dayton Street Cafe
24. Denim and Diamonds
25. Depot
26. Dexter's
27. Dooley's Nightclub
28. Dreamers
29. Everydays
30. Fair Pickings
31. Fuzion
32. Gin and Sin
33. Giordano's Pastaria
34. Giss's Cafe
35. Glitter and Gloss
36. Great Wall
37. Greek Village Taverna
38. Grotto Ristorante
39. Heroes & Legends
40. Iliff Park Saloon
41. Inlet Restaurant & Bar
42. Jazzhaus
43. Kennedy's At Stone Creek
44. Kingpin
45. La Donna Italian Cuisine
46. Le Bouchon
47. Leed's Bar & Grille
48. Little Angie's Cantina & Grill
49. Lotus Leaf Cafe
50. Mabel Murphy's
51. Magnolia's Restaurant & Pub
52. Medina Entertainment Center
53. Menagerie
54. Mercy Lounge
55. Mezza Luna Sports Bar & Grill
56. Miracles
57. New Wave Entertainment
58. Olney Grille
59. Pamplemousse
60. Pappadeaux Seafood Kitchen
61. Parc
62. Patrick's Pub & Grill
63. Platte River Bar & Grill
64. Poulet
65. Povlitzki's On 65
66. Profera's
67. Punjab Cafe
68. Racanelli's Pizza
69. Red Door
70. Red Sky Cafe
71. Red Square
72. Riversback Tavern
73. Rizzuto & CO
74. Sakana Sushi Lounge
75. San Felipe's Cantina
76. Sekisui
77. Shadow Lounge
78. Sheffield's Wine & Beer
79. Sidewinders
80. Sita
81. Skokie House
82. Skully's Bar & Grille
83. Starlight Cafe
84. Sterling Hotel
85. Sweeney
86. T.J. McAdam Liquor Corp
87. Tavern On Mill
88. TBD
89. Ten Mile House
90. Thaiphoon Restaurant
91. The Bourgeois Pig
92. The Gilded Lily
93. Upper Deck
94. Valentines Nightclub
95. Vickie's Place
96. Webster's
97. White House
98. Ye Chon Restaurant
99. Z'Tejas Inc.
100. Zydeco's

Restaurants and Bars (Other)

1. 135 Pearl
2. Aficionados
3. B B Graw's Family Restaurant
4. Back Home Again
5. Bill's Sports Bar
6. Bob Dobb's Bar & Grill
7. Bob's Farm House Cafe
8. Cafe Amici
9. Cajun Kitchen Cafe
10. Castle
11. Chadwick's Restaurant
12. Champions
13. Checkers
14. Cheerleaders
15. China Garden
16. Choo Choo's Barbecue
17. Christie's Italian Seafood
18. Colliers International
19. Colonial Inn
20. Corner Alley Bar & Grill
21. Coward Environmental
22. Crystal Bistro Lounge & Sushi
23. Dairy Maid
24. Di Bella's Old Fashioned Subs
25. DLB Enterprises
26. Eatzi's
27. Editors On Line
28. Eli's American Grille
29. Empress Seafood Restaurant
30. Ericson Mitchell Design
31. First Baptist Church Stillwell
32. Five-O Shore Road
33. Food CO
34. From The Sea
35. Gallagher-Hansen Post
36. Glacier
37. GMP Asset
38. Greek Isles
39. Green Turtle
40. Grub
41. Helen Rayfield
42. Horseshoes
43. Hug He's Inc.
44. Indian Oven
45. Ivy Garden
46. Jack's Oyster House Inc.
47. Jim's
48. Just Add Memories
49. Kelly Family Catering
50. Kim's Korner
51. Lafondita Cafeteria
52. Lakeshore Veggie House
53. Larry Abblict
54. Lawrence Sullivan
55. Libertine Bar
56. Los Betos Mexican Food
57. Luniz Inc
58. Main Street Deli
59. Marianacci Restaurant
60. Mark's Watershed
61. Mason's
62. Mc Dougal's Village Coop
63. McGuire's Pub Inc.
64. Mi Ranchito
65. Mick's
66. Mid-Valley Bicycle Club
67. Mink River Basin Supper Club
68. Moxa Inc
69. MSI
70. Newball Klein
71. Night Of The Cookers
72. Nikki Quinn
73. Off Broadway
74. Paisano's Pizza
75. Pearl of India
76. Pink Pearl
77. Pizza World
78. Roaring Lion
79. Russian Cafe
80. Salt Creek Cafe
81. Sicilian Sun Ristorante
82. Sierra Global Inc
83. Six
84. Six Spice
85. Soup Stop
86. Souper Jenny
87. Tavern Of The Night
88. The Honest Lawyer
89. The Maison Dupuy Hotel
90. Tin Drum Asia Cafe
91. Track Side
92. Varsity Sports Cafe
93. Virtual Bar Steward
94. Vudu Lounge
95. Wanna-B (R&B) Inc.
96. We Tried To Renovate
97. We're Late And Smell Like Beer
98. What Is Love
99. White Horse Tavern
100. Winfield House Restaurant

Bodegas, Stalls, and Food Trucks

1. 45 Deli and Market
2. 828 East
3. A7
4. Ah Fun
5. All Sweets
6. Arco Iris
7. Ateres Chana
8. B&B Deli
9. Bagel Bagel
10. Basil Blue's
11. Benson's Deli
12. Bob's Meat And Sundries
13. Braseiro
14. Bull and Buddha
15. Challah Fairy
16. Cho's Grocery
17. Craig's
18. Cub Foods
19. Cult of SHAFT
20. Day Camp In The Park
21. Dino's
22. Dirty Gringo
23. Earth Source Inc.
24. East Side Gourmet
25. Easy Does It
26. Eddie's
27. El Sueno
28. Emi and Nico's
29. Fish Feasts
30. Fizzbitch
31. Flight of Angels Commissary
32. Floody's
33. Frog and Apple
34. Garcia Mini Market
35. Gaslight
36. Get Away Clean
37. Golden City
38. Goody Goody
39. Grace Deli
40. Hero's
41. Honest John's
42. HooDoo That VooDoo
43. It's A Grind
44. Jeff Staples
45. Jovany's
46. Judah's Tribe
47. Judge and Pepper
48. Jump Higher
49. Juno's
50. Kang Nam Galbi
51. Kangazoom
52. Kusbarista
53. Lake Taco
54. Last Call
55. Lifethyme
56. Lily Lee
57. Little Baba's
58. Low Bar
59. Malecon
60. Manana
61. Mandolins
62. McFronties
63. Meme's Bakery
64. Michaels Madness
65. Monkey Bizness
66. Mr. Nostalgia
67. Mr. V's
68. My Seven Daughters
69. My Three Sons
70. Need A Hand?
71. NET//SOAR
72. New Sun Hing
73. Nicky's
74. Noc Noc
75. Open Pantry
76. Pam and Frank's
77. Plaza Nuestro
78. Polyhamory
79. Rashad and Sons
80. Red Wings
81. Saba Deli
82. Shadows
83. Shoop
84. Spicy Monkey Soup & Co
85. Starry Nites
86. Sweet As Honey
87. The Pits
88. Toast It
89. Too Many Children
90. Two Fish
91. Union Market
92. Unofficial
93. Urban Market
94. Vine
95. Waffle Cakes
96. Wild Truffle Mushrooms
97. Wingers
98. Wok With You
99. Yafa Deli and Grocery
100. Zelarney Pies

Hotels and Apartment Complexes

1. 1776 House
2. 45 Storm St
3. Accommodations by Elizabeth
4. Affordable Suites International
5. Ambrosia Annex
6. Appleyard Hotel
7. Axius Corp
8. Bears Den Hostel
9. Berliner Suites
10. Betsy Suttler Suites
11. Birch Bed and Breakfast
12. Bird Ridge Corp
13. Blanton Commons
14. Camelot Condominiums
15. Campus Club Apartments
16. Casa 325
17. Cendant Corp
18. Chase Suite Hotel
19. Chelsea Place
20. Chopper Motel
21. College Connection
22. College Pointe
23. Commodore Hotel
24. Country Lanes
25. Diamonte Ltd
26. Downtown Park Hostel
27. Du Beau Motel
28. Duchess Hotel
29. Durbin & Associates
30. Dutton Family Building
31. Duval House
32. Europaa
33. Execustay
34. Executive Lodging Ltd.
35. Extreme Networking Studios
36. Fantasy Suites
37. Fireside Inn
38. First Choice Accommodations
39. Flying Cloud Inn
40. Georgene's Haven
41. Glen North Hotel
42. Gryphon House
43. Hedges
44. Heritage House
45. Ice
46. Inn Leather
47. Island House
48. John Louis Building
49. Junction Place
50. L'Habitation
51. La Pensione Inn
52. Letart Corp
53. Lexray Corp
54. Lightbourn Inn
55. Masin & Associates
56. Metropoint Lofts
57. Mordy Neuman Building
58. Newport Blues
59. North Shore Suites
60. Not So Hostel
61. Obelisk House
62. Old Custom House
63. Osceola Village
64. Palisades at City Hall
65. Paradise Pines
66. Pattie's Place Hostel
67. Philip Manor
68. Pilot House
69. Premier Suites
70. Random Innovations Studios
71. Roadrunner Hostel
72. Rosemont Bed and Breakfast
73. Saravilla Hotel
74. Schupak Group
75. Seminole Suites
76. Seward Inn
77. Ship's Watch
78. Simon Court Historic Inn
79. Sleeping Lady
80. Speakeasy Inn
81. Star Gate Motel
82. Stone Gate Hotel
83. Stoney Batter Suites
84. Suite Options
85. Suncoast Inn
86. Sylvan Mill
87. The Ainsley Building
88. The Alf Company
89. The Artist House
90. The Doobie Center
91. The Ledger
92. The Lynne Smith Building
93. The Trellis Building
94. The Vanity
95. Thom and the Rose
96. University Park Hotel
97. Vasiliy Hostel
98. West End Studios
99. Wildflower Village
100. Words From Within

An Assortment of Businesses

1. 99 Ranch Market
2. Akana Long Haul Inc.
3. Aquatic Dog
4. Beach County Bank
5. Beaches Limousine
6. Bend Grocery Outlet
7. Bensoft Inc.
8. Bisbee Blue Jewelry
9. Boris Realtors
10. Bruce Crane Tailors
11. Bullard Abrasive Inc.
12. CGDL Leasing
13. Coeur D'Alenes
14. Crown Moving & Storage
15. Customer Retention Unlimited
16. Danielson's Fresh Marketplace
17. Day and Associates Ltd
18. Doe Cooper Agency
19. Drycorp
20. Eastern Paint Industries Inc.
21. Elite Graphics
22. Endurance Floor Corporation Inc.
23. Event Tent Rent-al
24. Fae USA
25. Fair Point Communications
26. Fashions By Elsa
27. First Council of the Arts
28. First Financial Bank
29. First-Tier Bank
30. Fred Weber Inc.
31. Freedom Services Inc.
32. Fugazy Travel
33. Global Publishing
34. Green Office
35. Gunny's Gun Shop
36. H2Oford and Associates
37. Hair Club For Men And Women
38. Hand Me The Gun And Ask Again
39. Home Service Search
40. Hornpuppy
41. Hughes and Luce LLP
42. Hunt
43. HydroWalk Energy LLC
44. Interactive Reality Corp
45. Internascent
46. IRMCO
47. Iron King Forge
48. J Silver Clothing
49. L'Amour Bridal
50. Laurenco Inc.
51. Leila Wise and Associates
52. Little Things Mean a Lot
53. Londinium Development Corp
54. Martin Transport
55. Merry Mermaid Mercantile
56. Mobile Alliance
57. Moonlight Thermoplastic Alloys
58. Munchies
59. National Transfer Inc
60. New Horizon Nursing
61. Newmarket Technology
62. Octel Systems
63. Option Data
64. Power Line Industries Inc.
65. Psychic Eye
66. Pump Inc.
67. RealValue Appraisals
68. Sauce Co.
69. Security Bank Northeast
70. Sharon Mills
71. Skagit Agricultural Supply
72. Skin Vitals Cosmetics Trading Company
73. So What? Fashion
74. Soulfuric Recordings Inc.
75. Southwest Registration Office
76. Spherion
77. Stahl's Leather Direct
78. Star Fuel
79. Starcade Plans
80. Summit National Bank
81. Supply and Service
82. The Copper Stallion
83. The Dance Research Foundation
84. The Goodmen Group
85. The Happy Cabby
86. The Learning Mind
87. The Painted Paw
88. Thermoforms Inc.
89. Thierry Adam
90. Three Ring Creations
91. Titeflex Inc.
92. Transparent Patient Technologies
93. United Personnel Services
94. United Salt Corporation
95. Valley Network Services
96. Wade Media
97. Whole Grocer
98. Workboat
99. XDimension Inc.
100. Yoga Union Community Wellness Center

Items and Encounters

What will you stumble upon when you enter the abandoned building? What will you find in the drawer? What does the strange woman cradle to her chest?

Here are lists of an assortment of things you might find when you wander the labyrinths of Elysium.

In any mundane home

1. 300-page manuscript
2. '80s Video games
3. A long rope
4. Abandoned dishes
5. Army recruitment folder
6. Artist materials such as: colors and brushes
7. Awkward family photos
8. Bag of charcoal
9. Bag of crisps and a soda
10. Barrel filled with brown water
11. Bathing suit, smells of chlorine
12. Beautiful old Cello
13. Bicycle tire
14. Bird cage
15. Bottle of rum
16. Bottles of spray paint
17. Box full of old cutlery
18. Box of black candles
19. Box of matches
20. Boxing gloves
21. Briefcase filled with underwear
22. Sunglasses
23. Brown dusty rug
24. Bucket of old batteries
25. Cans of dog food
26. Cardboard box for a large TV
27. "Carpe Diem" written on the wall
28. Carton with Viagra pills
29. Cell phone and credit cards
30. Chess pieces made of wood
31. Crate full of old shampoo bottles
32. Credit cards cut into pieces
33. Crucifix
34. Deflated soccer ball
35. Dirty wig
36. Disco light bulb
37. Duct tape
38. Electric cables in a messy pile
39. Electric guitar
40. Espresso machine
41. Exotic plant with sharp thorns
42. Expensive bottle of whiskey
43. Foldable armchair
44. Framed poster of a sundown
45. Gas mask
46. Hidden pack of cigarettes
47. Home workout equipment
48. Huge dildo
49. IKEA catalogue
50. Jar of antidepressants
51. Jar of pens and pencils
52. Jar with Rohypnol pills
53. Laptop, broken screen
54. Laser sword, ages 7+
55. Letter from lover
56. Litter box for a cat
57. Locked diary
58. Make up kit
59. Membership card
60. Mouse trap, no cheese, no mouse
61. Newly bought T-shirt
62. Old bent registration plate
63. Old color printer, black ink is empty
64. Old empty cardboard boxes
65. Old military canvas bag
66. Old take away food cartons
67. Old video camera with tape inside
68. Photo of an old man
69. Pink fluffy handcuffs
70. Poem dedicated to Anna
71. Poster: "No pain no gain"
72. Power drill
73. Pregnancy test in a frame
74. Red plastic bucket
75. Rolled up Persian rug
76. Rolls of wallpapers
77. Scratched CD: "The Colors"
78. Self-help book
79. Set of keys
80. Sewing machine
81. Sleeping pills
82. Small step ladder covered in paint
83. Smelly gym bag
84. Stash of marijuana
85. Strong smelling deodorant
86. Stuffed toy panda
87. Styrofoam, loads of it
88. Tube containing old drawings
89. Tupperware
90. TV guide
91. TV remote, out of place
92. Umbrella
93. Used ammunition casings
94. Vinyl record collection
95. Violin, damaged
96. Weird painting of a whale
97. White plastic mask
98. Wood carving tools
99. Wooden army crate
100. Xbox with a stack of games

In a Strange Location

Such as in the Borderlands or in an Abandoned building.

1. 55-gallon drums welded shut
2. A burnt holy text of any denomination
3. A confused and angry razide larva in glass jar
4. A dog that looks rabid at first glance, but begs the characters for help
5. A puddle of something, the smell makes the player characters' eyes water
6. A rotting mezuzah
7. An area of the dump that is hard to see, even with light
8. An old desk with far too many drawers, all locked
9. Baby alarm that gives off disembodied shrieks
10. Baby's crib with the bottom torn or punched out
11. Bits of intestines and other viscera nailed to a piece of floorboard
12. Blueprints for a bomb
13. Book of disgusting, self-indulgent "poetry" by a serial torturer
14. Bottles filled with everything from urine to spit and even blood
15. Box of stained and smelly medieval reenactment garb
16. Broken antique globe that mysteriously excludes the entirety of western Europe
17. Broken glass bottles
18. Bulletins from a local church advertising "the most realistic, engaging Passion Play" this upcoming Sunday
19. Bundle of newspapers from around the world, all from the same date
20. Burned pile of herbs and wood
21. Carcass of a dead dog laying in a pool of dried-up blood
22. Chicken or other bird carcass
23. Children's shoes, never worn
24. Clips from newspapers regarding different murders pinned to a wall
25. Crumpled bookshelf full of outdated and luridly violent pulp novels
26. Cube of metal smushed together
27. Dirty mattress on the floor stained with blood.
28. Discarded candles in a puddle of crusted wax
29. Discarded clothing of mixed or indeterminate gender
30. Discarded men's clothing
31. Discarded women's clothing
32. Disused surgical equipment, including an orbitoclast
33. Dried-out pile of shells
34. Empty matchbooks and lighters
35. Empty oxygen tanks
36. Face mask made out of an actual face
37. Fast food garbage - the wrappings are from the 1960s
38. Fish carcasses
39. Four bags of yard waste, one of them contains a foot
40. Fully intact window
41. Half-destroyed dollhouse with portraits that look like the player characters
42. Heavy wooden crate with padlocks and a painted warning of "DO NOT OPEN"
43. Hundreds and hundreds of ancient coins
44. Ice pick with blood stains
45. Journal scribbled in a foreign language and half-burned
46. Key made entirely of finger bones
47. Little girl's First Communion dress
48. Lizard in a glass case, difficult to tell if it's alive or dead
49. New car with no engine, full battery, and luxurious seats
50. Old calendars
51. Old checkbook from one of the player characters' enemies
52. Old family photo laying on the ground partly covered in mold.
53. Old holiday decorations
54. Old posters from a death metal band (something is hidden behind them)
55. One hundred spoons, meticulously arranged
56. One whole kilogram of shitty cocaine
57. Ornate lacquered box filled with teeth
58. Oversized bird nest made of barbed wire
59. Paper trash all mixed together: documents, paper cups, napkins, etc.
60. Pieces of shiny black marble
61. Pieces of someone's feast, the meat seems weird
62. Pile of dull knives
63. Pile of garbage bound for the incinerator
64. Pile of half-used craft supplies
65. Pile of old costume jewelry and shoes
66. Pile of shattered television sets
67. Pile of stained rags
68. Pile of wigs, all different cuts, all the same startling shade of red
69. Pits of various fruits: avocados, peaches, plums, olives, etc.
70. Plastic sheeting heavily smeared with something
71. Police ID stained with blood
72. Protest signs tied together with plastic straps
73. Puzzle box, half-solved
74. Red balloons floating amid the junk
75. Really old sofa in seemingly good condition placed in front of a television

76. Risqué Polaroid photographs in a box
77. Rotten jack-o'-lanterns stacked in a lopsided, grinning pile
78. Rotting food
79. Rubber ball pierced with hundreds of long straight pins
80. Rusted pile of tools, including a hammer, garden shears, and a broken chainsaw
81. Set of brass knuckles crusted with rust
82. Seven copies of the same record, all smashed and carefully laid out in a pattern
83. Severed hand with a candle inside
84. Shattered computer, either desktop or laptop
85. Shattered eyeglasses
86. Shopping bags stuffed inside shopping bags
87. Shredded court documents
88. Small test tube, stoppered and labeled "Mummia" in scratched letters
89. Stack of a politician's personal letterhead
90. Stained curtains that move slightly
91. Stained-glass butterfly flapping its wings
92. Stream of pure, fresh water trickling through the garbage
93. Stuffed bear, still immaculately clean
94. Suicide note from a player character's loved one who appears to be alive and well
95. Tattered flags of different countries
96. Trash Bag full of origami cranes
97. Unopened box of artisanal tea
98. Vagrant poking around for edible food
99. Weird looking mirror that casts an eerie reflection
100. A rusted meat hook snapped in half

Of a Sinister and Grotesque Nature

1. A 3-inch hole in a person's skull - there is a whispering sound coming from inside
2. A body so shot up you can't recognize its limbs
3. A Carcass burst open and thousands of insects spill out over the floor
4. A dead dog, no wait, that's not a dog...
5. A kid with too many teeth
6. A smiling man saying, "This will be fun!" and then jumping out of a window
7. A man, split in two, still smiling and crawling on the floor
8. A saw bench full of blood and chipped bone debris
9. A sex tape, but it isn't sex
10. Aborted fetus thrown in a waste bin
11. Bathtub filled with eels. Wait... is that a body they're slithering out from?
12. Blood splatter and chunks of brain stuck in the roof
13. Bloody footprints from bare feet with pieces of skin and chunks of flesh
14. Body crawling with large, thick, brown worms
15. Body of a child slumped against a wall. It has a blindfold on and has been shot in the heart
16. Bottles filled with dark brown liquid, when opened, a sigh is heard
17. Broken, beaten and caved in face, one eye is still open and alert
18. Candles smelling like metal and blood. When lit, the illusion starts to crumble
19. Carpet moving with insects and roaches
20. Chained up gang rape victim (barely alive)
21. Child pornography photos hidden in a lunch box
22. Child's backpack, it is stained with blood and tufts of hair
23. Chunks of flesh, teeth and hair stuck in a drain
24. Collection of severed hands in various stages of decay
25. Confused, but friendly person whose face is filled with maggots and open wounds
26. Corpse of a man impaled on metal pole. He still has an erection
27. Corpses of a family, all tied up, and suffocated with plastic bags
28. Cracked glass bottle sticking out of an orifice
29. Motorcycle helmet with a human head inside
30. Crowbar covered in old dried blood
31. OB-GYN chair with heavy leather straps
32. Dead pregnant woman, the child has been cut out and a hyena pup has been placed inside her womb
33. Dead puppy in a bag (its neck and legs are broken)
34. Decapitated head, from the nose up
35. Dirty aquarium, the fish are dead and bloated and a severed hand is on the bottom
36. Drunk businessman, in a suit covered in puke and blood, trying to eat broken glass
37. Flower pot with red mud, a finger sticking out
38. Foul smell of burning flesh coming from the ventilation

39. Fully composted body, almost liquefied
40. Garbage container full of body parts
41. Grotesque painting of a man being stabbed
42. Hair with blood and skin from a scalping victim
43. Heavy, locked safe leaking blood
44. Huge blanket of human skin
45. Hysteric believer with bleeding stigmata wounds rubs its naked body against a statue of Christ
46. In the sink lie a tongue, several broken teeth, and a pair of pliers
47. Laughter heard over terrified screams
48. Lifelike drawings of a dissected human corpse
49. Long needles covered in blood in a stained cup
50. Long strange genital organ, perhaps a penis, definitely not human
51. Man in a rubber suit, impaled with many thick needles, hangs from the ceiling
52. Man that is beating a Golden Retriever with a long cane while masturbating furiously
53. Medical jar sealed and filled with yellow liquid and something that looks like a fat worm
54. Microwaved infant (swollen and blackened)
55. Mirror filled with personal messages (for a PC) written in lipstick
56. Morbid video message repeating over and over
57. Mumbling man with most of his organs hanging outside of his body
58. New copy of the Quran filled with mad scribbles about the death of God
59. Noose in heavy rope, when touching it you have the urge to hang yourself
60. Old condom with dried blood and semen
61. Panicked person nailed to the wall
62. Patient is being dissected while giggling
63. Person has opened up its stomach and is pulling out the entrails
64. Person in full panic is bleeding and screaming - there is no way to save this person's life
65. Person is suffocating, a cat's tail is coming out of their mouth
66. Person strapped to a chair, head is opened with crude instruments and brain is visible, the person is still alive
67. Person strapped to a fucking-machine, their openings are torn and bleeding, their eyes are filled with ecstasy
68. Person with arms and legs amputated, still alive and kept in a cage
69. Person with hands duct-taped behind back and drowned in a toilet
70. Phone filled with disturbing text messages and images
71. Photos of a playing child taken with a telephoto lens
72. Plastic bag with a suffocated kitten inside
73. Plate of razor blades and an opened letter with instructions to eat them
74. Playing card halfway stuck into a person's skull
75. Polaroid photos of a man being cut open
76. Puddle of vomit, crawling with maggots
77. Refrigerator filled with small animals all cut open and left to die
78. Ripped out fingernails
79. Room full of bodies hanging like meat from hooks in the ceiling
80. Rotting body hanging from a noose, swinging dreamingly from side to side
81. Shovel, the edges have been sharpened
82. Singing man wandering around. Someone has drilled holes into his skull
83. Skinned person crawling and moaning on dirty mattress
84. Skull wrapped in police tape
85. Smiling man starts cutting off his genitals with a piece of glass
86. Someone tied to a hydraulic machine that is powering up
87. Sound of a circular saw and then screaming
88. Straitjacket where the inside is filled with pieces of broken glass and sharp needles
89. Sweaty man with a pig's mask molesting someone that the PCs know
90. Swollen carcass, something is moving inside it
91. Teenage girl that giggles as she burns her face with a blowtorch in front of a webcam
92. Terrarium filled with crawling spiders
93. The leg is broken and the femur sticks out of the flesh. A stinking, torn woman is licking the broken bone that sticks out
94. Three victims after a game of Russian roulette. The fourth participant left with the artifact
95. Toilet filled with shit and piss - something moves and slithers away
96. Two pairs of human eyes float in the toilet bowl
97. Unbirthing: A person crawling into a living woman's uterus
98. Video camera with a disturbing video of an old woman crying and screaming
99. Wall with stained wallpaper, it stinks and something bloated is rotting inside
100. Wounds filled with maggots and sewn shut

Improvised Weapons

When you just need something to defend yourself with.

1. Aluminium baseball bat
2. An oar from a boat
3. Antique vase
4. Barbed wire
5. Baseball bat with nails
6. Bicycle chain
7. Bicycle handle
8. Blowtorch
9. Bottle of bleach
10. Bowie knife
11. Bowling ball
12. Box cutter
13. Brass knuckles
14. Brick
15. Briefcase
16. Broken bottle
17. Broom handle
18. Cactus still in its pot
19. Can of gasoline
20. Candelabra
21. Carpenter's hammer
22. Chainsaw
23. Coffee Mug
24. Commando knife
25. Construction hammer
26. Croquet club
27. Crowbar
28. Curtain rod
29. Dynamite
30. Electric drill
31. Empty toolbox
32. Fire axe
33. Fire extinguisher
34. Fire iron
35. Fork
36. Frying pan
37. Golf club, an 8-iron
38. Hammer
39. HDMI cable
40. Heavy hardcover book
41. Heavy chain
42. Heavy computer monitor
43. Heavy flashlight
44. Heavy shovel
45. Heavy wrench
46. Hedge shears
47. High-healed shoe
48. Hockey stick
49. Home-made slingshot
50. Ice pick
51. Insect spray
52. Katana replica
53. Kettlebell (20 kilos)
54. Keys
55. Kitchen knife
56. Led pipe
57. Linoleum flooring Knife
58. Meat hook
59. Meat mallet
60. Metallic chair
61. Nailgun
62. Newspaper
63. Old skull from a big animal
64. Old vintage phone
65. Oversized Ti-Lite switchblade
66. Pair of crutches
67. Pair of scissors
68. Paperweight
69. Pen
70. Pepper spray
71. Piano wire
72. Piece of wood
73. Pocket knife
74. Pot of hot coffee
75. Propane tank
76. Prosthetic arm
77. Rope
78. Round big rock
79. Rusted pipe
80. Rusty machete
81. Screwdriver (rusty and old)
82. Scythe with a filthy blade
83. Shank made from a toothbrush
84. Sharp pencil
85. Sledgehammer
86. Small stone statue
87. Steel ball
88. Steel rod
89. Steel wire
90. Stiletto knife
91. Sturdy leather belt
92. Table leg
93. Tire iron
94. Toaster
95. Umbrella
96. Walking cane
97. Wine bottle
98. Wood axe
99. Wooden baseball bat
100. Wooden chair

Mysterious Leads

Who knows what this might mean?

1. A black bird now follows the PCs and observes them. It also appear in their dreams
2. A mad angel that behaves like a young and scared child, asks to follow them
3. Amentoraz watches from the dark and bestows fantastic and horrible visions in the minds of the PCs
4. An address, a time, and the instruction to knock three times
5. Banging and muffled screams from the basement
6. Birth certificate that seems to be forged
7. Black heroin that, if injected, will give visions of She Who Waits Below
8. Black stone from the Archon Chokmah's fallen Citadel
9. Blind prophet eats razor blades and speaks of the world as machinery of death and rebirth
10. Body that has fingers cut off, teeth pulled out, and a very distinct back tattoo
11. Body with symbols carved into its flesh. Suddenly it wakes up
12. Briefcase with a leather mask, BDSM gear, and the name of a club on a business card
13. Chalk marks in the floor and walls
14. Complex ritual written in great detail on several sheets of printer paper
15. Contracts of a newly bought house up in the mountains
16. Crates filled with modern, military, weaponry and ammunition
17. Crumbled shirt covered in dark red blood, the shirt is marked with H. Williams
18. Blackened religious Icon of Christ is a key to enter the Dream World of Captivation and Godliness
19. Detailed floor plans of the Liljenberg Institute just outside of town
20. Detailed lineage of an ancient bloodline, and at least one of the PCs is unknowingly part of it
21. Diary locked with a golden heart lock
22. Engraved copper plate by the mystic Baal Shem Tov
23. Enslaved creature of Passion is kept in a cage of silver
24. FBI jacket riddled with bullet holes
25. Group photo where a red circle marks out a person
26. Hand written note: "The Black Cube of Kaba is part of the Citadel"
27. Handgun that was used in a controversial murder
28. Heart in a clay jar, on places where the Illusion is weak, it starts to beat
29. Homeless person offers to take the PCs to the Swap Dealer
30. Incriminating photos of a man performing degrading sex acts
31. Inside a chalk circle is a slimy gland that is big as a kidney
32. Invitation to a Masquerade Ball
33. iPad logged into an obscured paged on the dark web
34. Iramin-Sul, the Enwildened God of Gaia, seeks its beloved sibling that is lost in Elysium
35. Jar containing a human liver that was stolen from the Seamstress
36. Jar filled with thick, white fluid that smells like sour milk
37. Jars with different kinds of medicine, all prescribed by the same doctor
38. Keys to a van that is held in long time storage
39. Leads to an extravagant art collective
40. Links to a well-respected family
41. List of catastrophes during the past decades
42. List of children that is planned to be kidnapped and delivered to the Biomechanical Keepers in the Underworld
43. List of names of local members in the Urban Elite
44. Map of the slum quarters of the city. One place is marked with an X
45. Mechanical compass that will lead towards the Abyss in Metropolis
46. Medical journal from psychiatric hospital
47. Mentions of a decommissioned subway tunnel
48. Milky secretion is seeping from a tree. It grants visions and allows PCs to walk into Gaia
49. Morbid sketchbook by the dead and infamous artist Guy Vauquelin
50. Moths flutter around the room and the Moth Child is not far away, watching from Beyond the Dream
51. Nachtkäfers crawling in and out from a hole in the dark ceiling
52. Name and address of a private detective
53. Name and instructions on how to take control of an Azghoul
54. Names of three refugees that arrived earlier this year
55. Newspaper clippings of the terrible murders in Oakwood Heights, Detroit
56. Notebook with contacts and numbers to escort services

57. Old dial-up modem linked to a network in the Machine City
58. On a napkin from a fast food chain is a phone number to a Dream magician
59. Online forum where the hacker group Black Sails discuss the Internet as an awakening divine entity
60. Oriental incense. If lit, the PCs are drawn into Yōko Sakai's Dream World of Secret Rooms and Tainted Passions
61. Overview of hidden tunnels beneath an old power plant
62. Pamphlet from the Stillwater Collective
63. Papers that include photos of one of the PCs and a list of places they have visited in the last few days
64. Passport, the photo has been cut out
65. Phantom bound to a cell phone. May attempt to possess character and demand help
66. Photos of Tiphany Reeder from the 1920s to modern age, she hasn't aged a day
67. Post-it: "The swallow is in Esmeralda's hand!"
68. Printed essay: "The Dreams of the Eternal City"
69. Recorded melody of a strange bird, Picave Divino rum, that seems to awaken the human mind
70. Reports from agents within Mossad, (written in Hebrew), about a Dark City beyond our World where God once reigned
71. Ritual circle painted on the floor
72. Sacred ceremonial chainsaw belonging to the Red Brotherhood
73. Said to know a hidden way or the location of a missing person
74. Secret login to what seems to be a camgirl site
75. Set of clear fingerprints smeared on a mirror
76. Set of code that able to open a gate to the Machine City
77. Set of rhymes and magical mantras that is to stop a soul to be cleansed in the Oubliettes of Forgetfulness
78. Shredded pharmaceutical reports on strange side effects from a brand new vaccine
79. Sketch of a young woman. Scribbled in the corner is "Daria"
80. Small bottle with an elixir made out of Dryosia Berries that may temporarily make an awakening human mind drift back to sleep
81. Small metal box with carvings and symbols
82. Smartphone with empty battery and cracked screen
83. Some sort of control with four blinking lights
84. Song that has a strange and trance like rhythm and lyrics with a hidden meaning
85. Starved cat that is kept in a dirty cage
86. Straight razor that was used as an artifact by a Death magician
87. Strange crystals and metal decorations that were left by a gynachide to the surrogate mother that bore its child
88. Talisman that lets you resist the influences of the gransangthir that watches the Underworld
89. The mummified head of John the Baptist speaks prophecies in its locked reliquary
90. The name of a prisoner that is currently serving life in prison
91. The nosferatu Marlon Bones await in the dark, he wants to question the PCs
92. The Red Book by CG Jung, some pages are marked
93. Through a window a shadow of Metropolis fall over the PCs and ancient memories are awakened within their souls
94. Torn feathers from a Malahim angel dance in the wind
95. Trip computer with a specific address (that isn't on any map) in system memory
96. Urban legend of a victim that was pulled down into the sewers in a specific alley
97. Urn filled with ash gathered from the City of the Dead
98. Weaver, the nepharite of Gamichicoth's clergy, seeks escaped souls and approaches the PCs with a deal
99. Wedding ring with the engraving: "Louise, for eternity"
100. Wet stain in the ceiling shaped like some sort of symbol

Labyrinths and Secret Chambers

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Labyrinths and Secret Chambers

Maps and Floor Plans

I imagined a labyrinth of labyrinths, a maze of mazes, a twisting, turning, ever-widening labyrinth that contained both past and future and somehow implied the stars. Absorbed in those illusory imaginings, I forgot that I was a pursued man; I felt myself, for an indefinite while, the abstract perceiver of the world. The vague, living countryside, the moon, the remains of the day did their work in me; so did the gently downward road, which forestalled all possibility of weariness. The evening was near, yet infinite.

— Jorge Luis Borges

◇

Labyrinths and Secret Chambers is a collection of sinister rooms, hidden hallways, and wondrous architecture in the dark world of *KULT Divinity Lost*. Here we explore the labyrinth of the cities, the ruins of the borderlands, the dark palaces of Inferno, the towering citadels of Metropolis, and the numinous realms of the Dream Princes.

Alongside over 300 evocative descriptions, *Labyrinths and Secret Chambers* contains 100 double-sided maps of suggested locations, such as apartments, hospitals, penthouses, gas stations, subway systems, motels, and alleyways, as well as the fantastic geometries that await beyond Elysium.

You will also find instructions on how to use the principles of the Higher Powers to add to the soul of a location, as well as an assortment of lists that will help you create details and atmosphere during play.

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Labyrinths and Secret Chambers is meant for an Adult audience.

You need *KULT: Divinity Lost* to use *Labyrinths and Secret Chambers.*

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